COMPUTER GAMES

STRATEGY PLUS

Adventure, Role Playing, Simulation
CD ROM, IBM PC, Mac

No. 54 May 1995

MechLords
Mechanized Strategy from New World

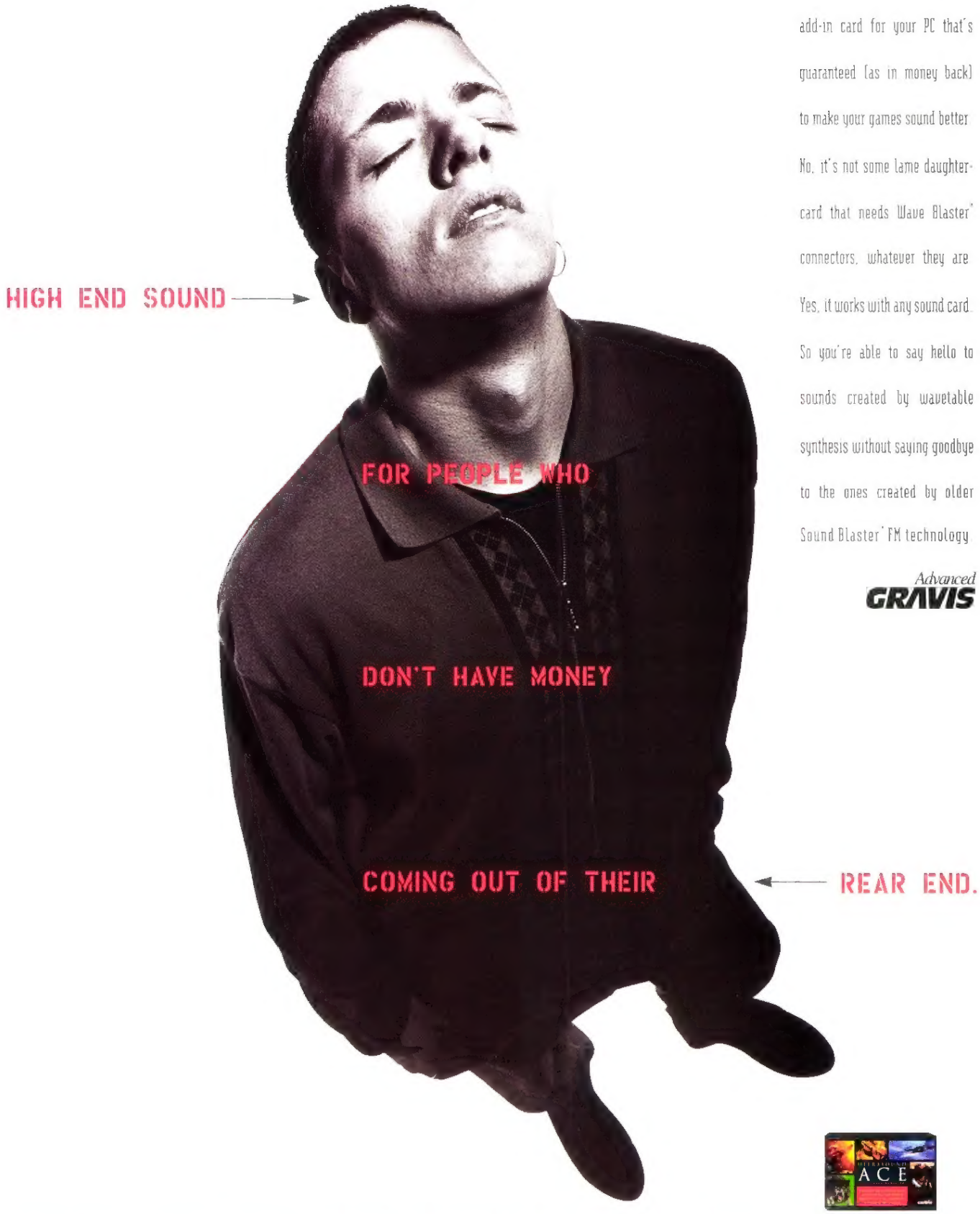
Thunderscape
SSI's Brave New Role Playing World

William Shatner
On TEKWAR the Game

US $4.95 CAN $6.95 UK £2.95

7 25274 79436 2 05>

Plus
Dark Forces, Planetfall, Millennia, Descent
Discworld, Hellraiser, Marco Polo, Slam City
Allied General, Tank Commander, Renegade
Baldies, Orion Conspiracy, Terminal Velocity
Bureau 13, The Pure Wargame, Silent Hunter



Introducing the UltraSound ACE™ from Gravis. The 32-voice wavetable add-in card for your PC that's guaranteed (as in money back) to make your games sound better. No, it's not some lame daughter-card that needs Wave Blaster™ connectors, whatever they are. Yes, it works with any sound card. So you're able to say hello to sounds created by wavetable synthesis without saying goodbye to the ones created by older Sound Blaster™ FM technology.

Advanced GRAVIS

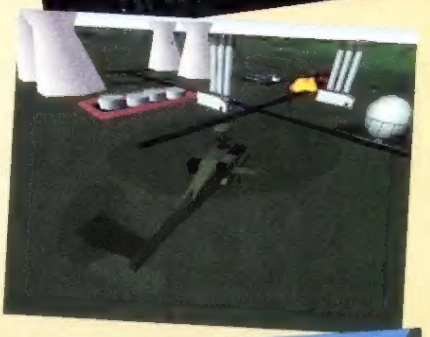
WAVETABLE TECHNOLOGY. 16-BIT CD QUALITY SOUND. 99 BUCKS. HEARD ENOUGH?

Advanced Gravis Computer Technology Ltd., 1790 Midway Lane, Bellingham, WA 98226. For more information, call 800 663 8558, 604 431 5020 or fax 604 431 5155.
UltraSound and UltraSound ACE are trademarks of Advanced Gravis. ©1995 Advanced Gravis. All rights reserved. All other brands or product names are trademarks owned by their respective companies.

APACHE

The Combat Helicopter Simulation

1984...
"Wild Bill" Stealey and MicroProse® introduce Gunship® — the first attack helicopter simulation.



1989...
Gunship 2000® arrives, incorporating the hottest technologies and graphics.

Now...
Technology marches on. A new generation must lead the way. Who better to once again push the gaming envelope than the man who's been doing it all along? "Wild Bill" and Interactive Magic.

PC CD-ROM

- ***Hot new 3-D visual technology***
- ***Combat helicopter simulation for the serious sim fan and the first time helicopter gunner in arcade free-for-all level***
- ***Outstanding high resolution low level terrain graphics with highly variable explosion graphics***
- ***Great fun***

"[Apache] is going to push all directions in serious combat air simulation to the limit, to produce a system even the most jaded veteran gamers are likely to drool over."

Strategy Plus

For more information call 919-461-0948

INTERACTIVE MAGIC

INTERACTIVE MAGIC
P.O. Box 13491
Research Triangle Park, NC 27709

Digital Integration

* MicroProse, Gunship and Gunship 2000 are registered trademarks of MicroProse Inc. and are not affiliated with Interactive Magic.

IT'S LIKE GOING BACK TO THE MESOZOIC ERA.

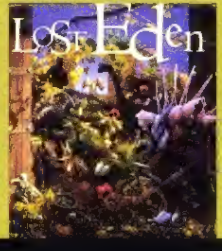
ONLY THIS TIME YOU GET TO WALK UPRIGHT.

It may be Eden, but a garden it's not. It's a primeval land filled with rain forests, marshy plains and flesh-eating neighbors named "Rex." Not to mention a slew of other dinosaurs, from the peaceful, grass-eating Brontosaurus to the brutal Velociraptor. In Lost Eden, you play Adam--not the first man on Earth, but possibly the last. That is, if you can't unite the creatures of four continents against a tyrannical Tyrannosaurus Rex. The task is simple: Save mankind. If you're successful, you're a hero. If you fail, you're a fossil.

- Interact with over 12 different dinosaurs.
- Lush, surrealistic graphics, cinematics and texture-mapped sequences.
- Explore four different continents and seven types of terrain.
- 60 minutes of original ambient CD-quality soundtrack and digitized speech.
- Made by the same people who created DUNE™ CD-ROM.

Lost Eden. The only adventure strategy game that brings you back to Eden.

Virgin



CRYO

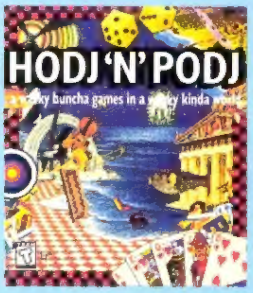
Lost Eden™ is a trademark of Virgin Interactive Entertainment , Inc.
Copyright ©1994 Virgin Interactive Entertainment, Ltd.

All rights reserved. Developed by Cryo Interactive Entertainment.
Virgin is a registered trademark of Virgin Enterprises, Ltd.

HODJ 'N' PODJ. A UNIQUE COMPILATION OF 19 ADDICTING GAMES IN ONE.

Throw all your favorite games into the same drawer and you end up with a bunch of missing pieces. But throw them onto a CD-ROM and you end up with Hodj 'n' Podj. It's got variety. It's got drama: two fair princesses kidnapped by the evil Salmigundee. It's got really weird names: like Salmigundee. But most of all Hodj 'n' Podj has what other games sorely lack: A SENSE OF HUMOR.

- 19 arcade, card, word, casino and classic board games that can be played individually or as part of a bigger game.
- Fully animated introductory fairy tale.
- Customize your games to be short and easy or long and hard.
- Witty running commentary from the peanut gallery.
- From Steve Meretzky, the award winning creator of Hitchhiker's Guide to the Galaxy™ and Planetfall™ IBM PC software.



Available for PC CD-ROM
Coming soon for MAC CD-ROM

Boffo GAMES, INC.

Virgin

© 1995 Boffo Games, Inc. Hodj 'n' Podj is a trademark of Boffo Games, Inc. Licensed to Virgin Interactive Entertainment, Inc. Boffo Games is a trademark of Boffo Games, Inc. Virgin is a registered trademark of Virgin Enterprises, Ltd. Photo © Wiffinger (PPG) 1994.

COMPUTER GAMES
STRATEGY PLUS

Issue 54 May 1995

Highlights

Terminal Velocity Review: page 36

High Seas Trader Review: page 68

Dark Foreces Review: page 113

News and Features

8 **Upfront** - Time Marches On—*Steve Wartofsky*
10 **News** - Previews galore, news from the industry, and exclusive pictures from the OJ trial
22 **Company Profile: Psygnosis** - All of their latest, but what is a *Psygnosis*?–*Cindy Yans*
24 **Feature Presentation: MechLords** - *Simtex & New World's* strategy–*Steve Wartofsky*
30 **Design Notes: Millennia** - *Take 2* look to the stars and travel through time for their latest
34 **Design Notes: TEKWAR** - William Shatner talks about *Capstone's* upcoming game
42 **Design Notes: Silent Hunter** - *SSI* takes to the seas again and dives, dives, dives!
122 **Rebound** - Our wacky readers chime in with all sorts of wonderful witticisms

Previews

26 **Tank Commander** - *Domark* go the action route for their latest simulator—*M. Evan Brooks*
28 **BrainDead 13** - *Readysoft's* gorgeously animated action/adventure—*Geoff Keighley*
32 **Woodruff and the Schnibble of Azimuth** - *Sierra* gets weird on us—*Steve Bauman*
38 **The Orion Conspiracy** - The boys & girls at *Domark* give adventure a try–*Steve Bauman*
40 **I Have No Mouth and I Must Scream** - If I had no mouth, I'd say "mmf"–*Steve Bauman*
48 **Planetfall: Floyd's Next Thing** - To look ahead, one must look back–*Steve Bauman*
50 **Top Gun** - Sorry girls, but *Spectrum* didn't include a volleyball scene–*Steve Wartofsky*
52 **Dark Seed II** - *Cyberdreams* once again turns to Giger, and things get weird–*Steve Bauman*
54 **Thunderscape** - *SSI* launch their brand new home-grown CRPG series–*Steve Bauman*
56 **Deadline** - Is there life after **X-COM**? Perhaps *Vic Tokai* has the answer–*Mark Walker*
58 **Conqueror** - *Time Warner* throws every genre into the pot, and out comes...–*Steve Bauman*

Strategy

60 **Command Post** - M. Evan Brooks comments on beating the game
62 **The Pure Wargame Review plus Hints & Tips** - *QQP's* newest wargame—*Mike Robel*
66 **On War** - Making **Armored Fist** better
67 **Front Lines Hints & Tips** - A brief tour of *Impressions* new simulation—*Mike Robel*
70 **Stalingrad Hints & Tips** - We revisit *Avalon Hill's* excellent wargame—*Scott Udell*
72 **Gazillionaire Hints & Tips** - Need to make kubars fast?—*J. Grant Bell*

Over the Net

74 **This Month on the Nets** - It's the World Wide Web, in all of its glory—*J. Grant Bell*
76 **MUDS II** - It's bigger, it's badder, it's better, it's more beautiful, it's TEXT—*J. Grant Bell*
78 **Hundred Years War Overview** - A look at Dunnigan's *MPGNet* epic—*J. Grant Bell*

Adventure/Role Playing

80 **The Road to Nowhere** - What is a role-playing game?
82 **Hell Hints & Tips** - Unca goes back to hell, and comes out smelling funky—*Andy Backer*
84 **The Boots of Re** - Unca talks about **Hell**, **Bureau 13**, **Blown Away**, and **Kyrandia 3**
86 **Guilty Review** - A sequel to **Innocent Until Caught**—*Steve Bauman*
87 **Discworld Review** - *Psygnosis'* brilliant new adventure from across the pond—*Cindy Yans*
88 **Alone in the Dark 3 Hints & Tips** - Assistance for your western blockhead—*Andy Backer*
90 **Bureau 13 Review** - *Take 2's* paranormal adventure—*Andy Backer*

Simulations

92 **The Hangar** - Crunch goes gambling in Vegas, spaces out and takes a wrong turn
94 **Wings of Glory Hints & Tips** - Go zeppelin & balloon hunting–*Alan Fusco*
96 **Flight Light** - *subLogic* go on a low-budget excursion, sorta like *USAir*–*Steve Wartofsky*
98 **Wing Commander III Hints & Tips** - A happy crew is a bloodthirsty one—*Peter Simmons*
100 **General Quarters** - Adapt, overcome, survive
104 **U.S. Navy Fighters Hints & Tips** - More fun in the sun, and over the sea–*Rich Mason*
106 **USS Ticonderoga Review** - *Mindscape* goes for the **Harpoon** fans—*Steve Wartofsky*
108 **Renegade Hints & Tips** - Some tips for would-be Mitches—*Steve Wartofsky*

Arcade

110 **Heretic Hints & Tips** - Did you ever want to be a chicken?—*Samuel Brown Baker II*
112 **Descent Review** - Now we can start calling them **Descent** clones—*Samuel Brown Baker II*
114 **Take Your Best Shot/Virtuoso** - Modern Pong, and **Dark Forces** clones—*Geoff Keighley*
115 **Mortal Kombat II/Atari 2600 Action Pack** - Death, gore, and nostalgia—*Steve Bauman*

Sports

116 **Sportswire** - **Tony LaRussa III** preview, Pat Cook interview, and **Slam City**—*Bill Holmes*

Save A Shattered World...
Or Die Trying.

JAGGED ALLIANCE®

It starts with 60 ruthless mercs,
an army of cut-throat enemies, and an
ingenious adversary. By the time you're done, you'll know them all... ***real well.***
Strategy and role-playing... so engaging, you'll be up all night.

Hey, this ain't no drill... it's in your store right now.

To order, visit your local retailer, or call 1-800-447-1230

CD-ROM
ENHANCED
100% DIGITAL SPEECH

SIR-TECH

Strategy Guide Available

P.O. Box 245, Ogdensburg, NY 13669 Tel: (315) 393-6633 Fax: (315) 393-1525 E-Mail: 76711.33@COMPUSERVE.COM

Jagged Alliance® is a registered trademark of Sir-tech Software, Inc.

TIME MARCHES ON

UPFRONT

Well here we are — *Intel* has recently released the latest news on the P6, has a new motherboard chipset (Triton) which will probably support more and more on-board control of full-motion video and sound (obviating the need for separate sound and video hardware), and is pushing for movement of multimedia control *away* from separate processing via DMA and back towards the main processor(s).

Which means yet another revolution in hardware design and a rapid outdating of current platforms (yep, the P5 is already as of this writing "old" technology). The future holds — if the current theoretical goals are implemented successfully — some simplification in the nightmare of hardware and software compatibility on the PC, with the integration of *Intel*'s plans with *Microsoft*'s (Windows 95 is going to be the OS of choice for most game designers by the time it finally releases — a number of companies are now announcing their last DOS-based games). Running multiple CPUs which can be dynamically reconfigured to deal with issues previously off-loaded to specialized graphics and sound hardware provides not only greater flexibility, but in the long run a simpler upgrade path for both software and hardware. Running Windows 95 as the main OS means that most of the sound and video compatibility issues are theoretically relegated to the video and sound drivers people are working with, which themselves over time will become less focused on supporting this or that specialized hardware routine in a graphics or sound co-processing chip and more focused on using multiple CPUs to run animation and sound routines.

The Age of Parallel Computing is thus almost here — and those who're not gnashing their teeth by this paragraph over having to ditch their entire current system in a year or two to keep up will probably breathe a sigh of relief at the thought.

Remember that when we think of graphics hardware, or even floating point support in a CPU, we're still thinking about software. Floating point on-chip and graphics co-processing support really just means that certain kinds of base-level programming have been coded in silicon, to optimize for speed. All of your computer hardware could really be thought of as the marble tablets upon which the essential Commandments have been written for the whole community (hardware and software, RAM, storage, etc.) to follow. The advantage of writing it in stone is speed optimization, guarantee of at least some standardization at the root level of fundamental routines, and of course the fact that if it's written in the CPU or graphics or sound co-processor, it doesn't have to be re-coded and re-invented by each programmer.

The future design philosophy discussed above, however, seems to suggest that the kinds of hard-coding we've taken for granted aren't necessarily the best ways to go, given increased fundamental processing speed and massively increased storage capability. If the base silicon were fast enough to be transformed at whim into a graphics co-processor, a DMA-controlling sound sampler, a wave-table implementing MIDI machine, a storage access optimizer — or if multiple CPUs were available to share such tasks with some real concurrency — the amount of flexibility offered to OS and entertainment software designers would be tremendous.

At the same time, if certain agreed-upon root standards for the routines to do all of the above were set up, most designers could get away from having to reinvent the interface, the graphics routines, etc. each time they came up with a new multimedia production or just plain game (how many games can you think of which have attempted to produce their own optimal windowing interface? How much resource and time was spent doing same, would you guess?). Programmers fascinated with the possibility of improving 3D animation, or developing more sophisticated sound support, could specialize on those areas without having to dedicate their work to particular entertainment software designs. Over time, a pool of shared capability in the creation of such routines would only lead to collective advancement at a rate even more rapid than is taking place now. The environment a multiple-processor CPU running an interface with built-in software routines to handle 3D, music, sound effects, animation and the rest would be so massively flexible that the anxiety we'd get 600 designs all looking almost alike would prove spurious.

Sound like a fantasy? Recall the opening scene of an ancient *Infocom* game, **The Lurking Horror**. A truly whiz-bang computer is described there, with capabilities which at the time the game came out seemed truly imaginary. Less than a decade later, we're almost there — amazing! to those of us who can think back that far.

What would this all mean for game design? Movement of game designers away from having to contend with each other at the technology level (who creates the best 3D environment wins, or who creates the best terrain animation subroutines wins) and back towards having to contend with each other at the game, story, situation, simulation realism and play level. In other words, the best thing in the world for dedicated gamers would be for the above situation to happen as fast as possible; we'd then skip over the plague of recent products competing at the level of glitz and be able to find and assess new designs on the basis of core creative issues. Those fascinated with the technology itself would probably find ways of focusing on same available having nothing at all to do with computer gaming.

So wish for as rapid an outdating of your newly-acquired 100MHz P5 as possible. Now if only RAM and 17" monitor prices would drop significantly....

— Steve Wartofsky, Editor

Strategy Plus

(Editorial Offices)
PO Box 5692
Burlington, VT 05402-5692
Tel 802 860 6467
Compuserve: 76711,347
GEnie: STRATEGYPLUS
America Online: MARCD10
Internet: splus@cnj.digex.net

Publisher
Yale Brozen

Associate Publisher
Marc Dultz

Managing Editor
Steve Bauman

Editor
Steve Wartofsky

Art Director
Michael Early

Advertising Manager
Mary Quinlan
Tel 802 767-3033
Fax: 802 767-3382

US Subscriptions:
Tel 800 283 3542 or 802 767 4622
P.O. Box 21
Hancock, VT 05748

UK Subscriptions: 0442 876661
GEnie: STRATEGY PLUS, for subscriptions through Genie type CHIPS

Subscription rates
UK: $ 44 (US) a year
US: $ 36 a year

Distributors UK
Comag
Tel 0895 444055

US
Kable News
Tel 212 768 1000

IPD
Tel 800 999 1170

Ingram
Tel 800 627 6247

Cover: MechLords by New World

Back issues available from
Tel 800 283-3542

STRATEGY PLUS is published by Strategy Plus Inc, Route 100, Rochester, VT 05767. Second class postage paid at Rochester VT and additional mailing offices. Postmaster: send address changes to Strategy Plus, Inc, PO Box 21, Hancock, VT 05748-9989

© 1995 STRATEGY PLUS INC

NEW FROM CH PRODUCTS

Fly higher with VIRTUAL PILOT PRO™! Taking the best features of the award-winning VIRTUAL PILOT™ plus added viewing capabilities and fire buttons, it is ideal for advanced flight simulation and driving games. For those who take their game playing seriously! For IBM PC-compatible computers.

PRO PEDALS™ are the only rudders which feature both forward and back rudder motion for flying and a pivot movement accelerator and brake control for driving games. Compatible with CH Products' entire IBM PC-compatible line.

Jump into the cockpit and experience your most intense flight ever with FLIGHTSTICK PRO for 3DO™, the first 3DO analog joystick. A thrill to use with 3DO software from companies like Crystal Dynamics, Domark, and Dynamix!

Take total control of your aircraft without ever removing your hand from the stick! FLIGHTSTICK PRO for Macintosh™ features a programmable trigger, three fire buttons, and a programmable eight-way switch. It attaches to the ADB port found on Mac SE or later models and requires 6.0.7 software or higher.

TRACKBALL PRO™ is a great alternative to the traditional mouse. It also serves as a professional pointing device for desktop publishing, CAD/CAM, and games. Available for both IBM PC-compatible and Macintosh computers.

Fly the best!

CH PRODUCTS

970 Park Center Drive • Vista, CA 92083 • Phone: 619 598-2518 • FAX: 619-598-2524

Reader Service No. 82

Macintosh is a registered trademark of Apple Computer, Inc.
3DO is a trademark of The 3DO Company.

MAGNET VIRTUALLY GOES TO HELL

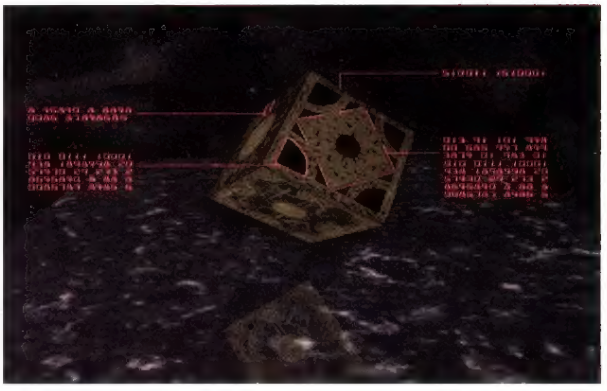
Hang out with Pinhead in Hellraiser

In early 1996 you will be able to visit hell in **Hellraiser: Virtual Hell**, from *Magnet Interactive Studios*. The game will be based in part on Clive Barker's popular movie series, but the story and design are original. It will be an MPC-based interactive horror adventure game featuring over 60 hours of repulsive imagery, grotesque special effects, and homicidal animation and cinematics. The game will feature a detailed, non-linear storyline that will be in a constant state of flux due to the player's actions, or inactions. It will not be for the faint of heart.

The gameplay will feature the player in a grueling (or is that gruesome?) battle between yourself and the infamous Pinhead of **Hellraiser** book and movie fame. It would seem that Pinhead and his cenobite apostles would like to find their way out of their virtual computer world and plop themselves right in the middle of reality, so it's up to you to enter Virtual Hell and face them. You will defeat them by engaging in various fast-paced chases, avoiding deadly traps, outwitting clever opponents, finding your way out of a maze, and solving the multitude of clues left that Pinhead and friends will so recklessly leave around the place. If you think that sounds difficult, the clock will be ticking as you go, so you'll always have that lingering problem to deal with too.

The talent behind the game is impressive. It's being designed by Doug Barnett, whose credits include *Activision's* **Return to Zork** (*Strategy Plus'* "Best Adventure Game" of 1993) and *Cinemaware's* old-time classic **Lords of the Rising Sun**. The producer is the prolific Vijay Lakshman, who, while at *Bethesda Softworks*, designed **Terminator: Rampage**, **The Elder Scrolls: Arena**, and **Delta V**.

Also due in 1996 from *Magnet* will be **SEAL Team Six**, an adventure role-playing game which will place the player in a series of realistic SEAL missions and operations. Information about these titles as well as other non-game products in development can be found on *Magnet's* World Wide Web site, http://www.magnet.com.



ACTIVISION MURDERS GILLIGAN

Activision will be teaming up with interactive media and film director Shannon Gilligan to produce **Santa Fe Mysteries**, for Windows™ CD-ROM and the Macintosh in late 1995. Gilligan created the **Virtual Murder** mysteries and also lives in Santa Fe, New Mexico, which at least guarantees that the street names will all be correct in the game.

Santa Fe Mysteries will use the New Mexico backdrop to blend together Native American, Latin American, and Western culture to spin a tale of murder and intrigue. You are called in to solve a crime, and via video footage you will be provided the tools, hints, evidence, clues, and alibis that will assist you in solving the crimes. The game will also include video that allows the characters to go into depth about their backgrounds and relationships, which could prove interesting to people into that sort of thing.

There aren't enough mysteries out there that depend on deductive logic and reasoning (where's the latest **Deadline** or **Witness**?), so we hope that **Santa Fe Mysteries** will allow us to exercise our brains and try to see if the Skipper did it (or was it Mrs. Howell?).

THE LAND OF LILLIPUTIA

Mindscape has announced that they are developing a miniatures wargaming system that will form the cornerstone of several product lines due out in the coming months. Reports indicate that initially at least three games will incorporate a micro miniature combat aspect, including their highly anticipated **Warhammer** series of games, **Firepower: Conquest and Diplomacy in the Age of Frederick the Great** and an unnamed Napoleonics game.

BACKHAND BLOW

Atomic Games has reported that they have temporarily shelved their next installment to the **World at War** system which was to have covered the December, 1944 Wacht am Rheim operation, better known as the Battle of the Bulge. The company has decided to return to the eastern front, preferring to examine the Battle for Kharkov circa early 1943.

While we're on the topic of the **World at War**, *Atomic* has also decided to rethink their plans for the reintroduction of the **V for Victory** series, released back in the days when they were affiliated with *Three-Sixty Pacific*. Tentative plans now call for the line to be upgraded to the **World at War** system, perhaps incorporating the long anticipated e-mail play option and some improvements to the game system which have come about since the **World at War** system was first released. Details are unclear as yet concerning any possible upgrade policy for owners of the **V for Victory** series to the new **World at War** line.

ACCLAIM GOES TO THE MOVIES

Acclaim Entertainment, Inc. have announced that they have strengthened their ties with the comic book publisher *Marvel™ Entertainment Group, Inc.* and will be producing interactive software titles based on *Marvel* live-action movie and television properties. These include *Spider-Man, The Fantastic Four, X-Men, Wolverine, The Hulk, Luke Cage, Blade*, and *Ghost Rider*.

First up will likely be video and PC based games based upon the upcoming James Cameron (*The Terminator, Aliens, True Lies*) film version of *Spider-Man* and Chris Columbus' (*Home Alone*) *The Fantastic Four*.

TOP GUN TO FEATURE TOP STARS

We've received late news from *Spectrum HoloByte* about their upcoming action flight game **Top Gun**. Actors James Tolkan and Julie Carmen will be the male and female leads in the game. Tolkan appeared as Hondo in the *Top Gun* film, and will assume a similar role as Hondo, the Commanding Officer at the Top Gun Flight School. Tolkan has also appeared in *Back to the Future* (all three), *Dick Tracy*, and the legendary *Armed and Dangerous*.

Carmen can currently be seen in John Carpenter's *In the Mouth of Madness*, but in the game she will be Amanda Moore, a foreign correspondent for EBS News. She always handles the tough assignments, and is, of course, tough enough to handle them. Her past work has included a starring role in Robert Redford's *The Milagro Beanfield War* and *Kiss Me a Killer*.

LEAVING NO (CAP) STONE UNTURNED

After signing William Shatner to produce **TEKWAR**, *Capstone* are grabbing everyone in sight. Coming up later this year will be a game called **Chronomaster**, which will be an original CRPG developed by *DreamForge Intertainment* (**Ravenloft, Menzoberranzan**) and fantasy author Roger Zelazny. They have also commissioned renowned fantasy artist Ken Kelley to design the cover art for another upcoming title called **Witchaven**.

Despite earlier reports referring to it as **Harpoon III**, the official title of the upcoming multimedia edition of **Harpoon** will be, hold your breath, **Harpoon II Deluxe Multimedia**. It features the usual complement of multimedia doo dads, such as video and sound, but to sweeten the deal the company is including 30 new battles and a scenario editor (which will be available seperately).

CURE FOR BALDNESS FOUND

Kill the hairy things in Baldies

Imagine a game that evokes memories of **Lemmings** and **Populous** and you've either got one incredibly derivative game, or one that features addictive strategic action. **Baldies**, from *GameTek*, aspires to be addictive, and features some of the cutest mass genocide this side of **Cannon Fodder**.

Let's see if you've heard this premise before. Guide a group of stupid people through various levels, from ice worlds to Hell itself. You are the all-powerful God who can raise and lower land and cause all sorts of nasty things to happen to everyone. You cannot terraform at will, as you will quickly deplete your energy supply (it recharges gradually).

The people that you have control of, the baldies, can be workers, builders, soldiers, or scientists. Any baldy can be any of these things at any times via a mere mouse click (we never knew we could change jobs so easily). Workers breed (and watch a lot of TV), builders keep your buildings in tip-top shape and build new ones, soldiers can kill the bad guys, and scientists invent all of the nasty traps that you will use to defeat the bad guys, the big hairy things.

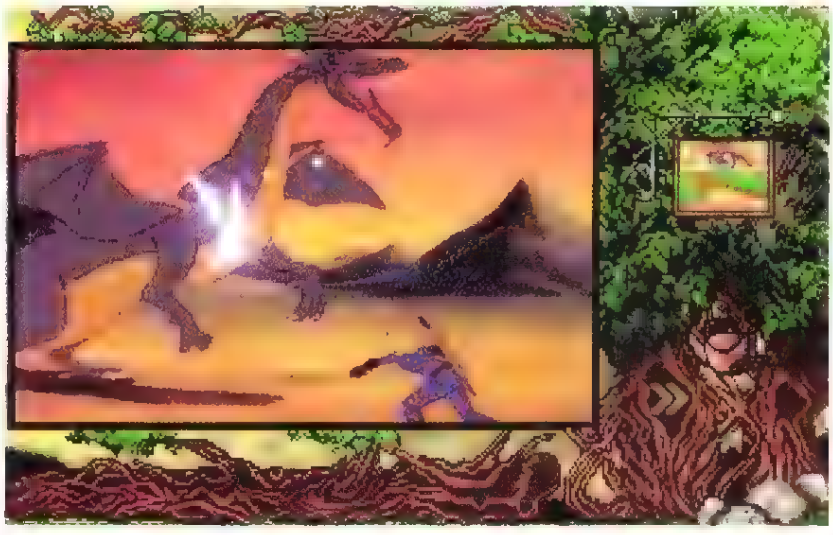
The inventions are the most important part of the game. It is here that you can create bombs, the "touch of death," land mines, traps, firebombs, skunks, pits, and all sorts of other tasty things. The more scientists combined with bigger houses you possess will allow you to develop even bigger and better inventions. Some of the inventions can be used on wandering bad guys, while others are traps waiting to be sprung. The skunk, for example, drives people out of their houses, and if there just happens to be a couple of bombs sitting around outside, then boom, no more hairy guys.

The game will include over 100 levels spread out among five different worlds, network and modem multiplayer modes, a full music score with loads of goofy sound effects, and realistic weather effects. Our favorite proposed skill is the exploding cow, which should be disturbing enough to instill the fear of God into any living being.

If you are eligible for the Hair Club for Men, or in any way follicly challenged, you may want to avoid this game. It's premise is quite offensive to those with comb-overs and dome tops. Otherwise, it seems worth a look.

KINGDOM: THE FAR REACHES

Interplay's upcoming animated fairy-tale tells a timeless story



Envy. Revenge. The betrayal of brother by brother. The descent into darkness in the pursuit of power. All timeless themes, brought together in **Kingdom: the Far Reaches** to produce what looks like a professionally-animated fairy tale adventure

Even though we're looking at a *very* early beta, it's easy to see right now that the design of **Kingdoms** should mean simple installation (except for a sound config file the whole game is currently running directly off the CD-ROM), a game easy on system resources, with an icon interface that's simple to use

The basic story is that you are Lathan Kandor, an apprentice to the great magician Daelon. Your task is to re-unite the three relics from the Hand of Mobus, an artifact that has been split up to prevent Torlok's usurping his brother Mobus' authority. Re-uniting the pieces of the Hand will also give you the chance to save Princess Grace Delight, restoring *her* rightful position as well. Then all will be well in the Kingdom of Isear

In your journeys you'll have to deal with Torlok and his evil cohort, the Plague Magician (your apprenticeship to Daelon will stand you in good stead in coming to terms with the latter's magical powers). They'll do you in if you're not careful. Some you meet will prove allies; others will be indifferent or outright dangerous

The emphasis in **Kingdom** seems to be on the story itself; lots of character interaction combines with the well-thought-out tale to keep the game from turning into too much of a treasure hunt (weapons and spells become available along the way, though). The interface allows the player to move quickly through the action animation scenes with a fast-forward control, to prevent the kind of repetitiousness running through a particular animation more than once can lend to the typical current graphic adventure

The overall game design, like *New World*'s **Inherit the Earth**, looks like it will be appealing to kids as well as adults. It looks like **Kingdom: the Far Reaches** will prove a pleasant surprise to any gamer eager to get involved with a well-wrought fireside tale

THE LAST DYNASTY

An Arcade Interactive Movie Adventure

From *Sierra's* French connection *Coktel*, the maker of the near-legendary **Inca** games (which are perhaps the most surreal games ever released to an unsuspecting public) comes **The Last Dynasty**, a combination of detailed space combat and a cinematic storyline (hmm, sounds vaguely familiar). The game will try to mix arcade action and adventure into a product that will attempt to appeal to both camps (hmm, sounds pretty impossible)

The plot is a typical science-fiction yarn that spins the tale of a young man born and raised on good old planet Earth who is pulled into an intergalactic war in order to save the Ultimate Knowledge from the hands of some UPF (ultimate personification of evil). Fortunately, there is no mention of any **Inca** warriors, space ships, or World War I pilots (it's an **Inca** flash-back, sorry)

The game will feature full-screen, high-resolution graphics for the space combat, numerous 3D rendered animation scenes, fractal generated landscapes, digitized images, and digitized video. There are hundreds of video segments being promised, and the video and background scenes are being directed by a team of professional cinematographers. They are also using professional actors, all of which will attempt to make **The Last Dynasty** an, all together now, "true interactive movie." The game will feature the usual complement of realistic sound effects and "fast-paced atmospheric music" that will all be mixed in real-time with the video images

If all of this sounds to you like **Inca** with a different story then you'd probably be right. The **Inca** games were unintentionally hilarious because their stories were so incomprehensible. That was part of its kitschy charm. It was kind of a b-movie brought vividly to life, with all of the camp and bad acting that comes with it. Unfortunately, the actual games suffered from a severe case of schizophrenia, but perhaps the more standard narrative will allow **The Last Dynasty** to hold together a bit better. Look for it in early 1995, on two CD-ROMs for MPC 2 level Windows™ machines

You can hear your breath,
your boots pounding on metal stairs.
There's only one way out.
20 more feet...15...10.
You're almost there when suddenly
from out of nowhere
an 8-foot-tall green alien drops down
and lunges at you with a spear, leaving you
approximately .08 seconds to act.

This may be a good time to
mention the superior processing speed
of a Power Macintosh.

For vastly superior game play, arm yourself with a Power Macintosh® computer. It offers better graphics, smoother animation* and, in some cases, the chance to meet those from cultures intriguingly unlike your own.

In fact, games for Power Macintosh are like nothing on this planet. But see for yourself. Call 800-538-9696, and we'll be happy to tell you where you can get into a game. But not, alas, how to get out of it.

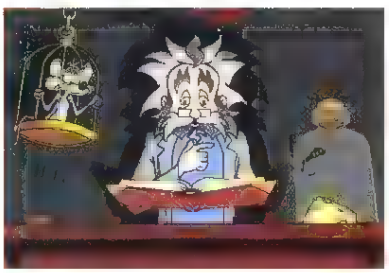
Power Macintosh

Apple

Reader Service No. 101

THE LOST MIND OF DR. BRAIN

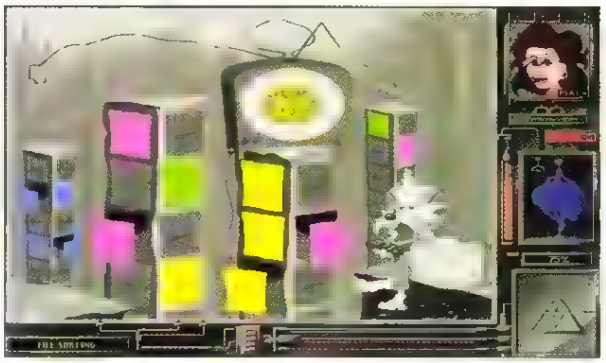
Sierra Gets Lobotomized

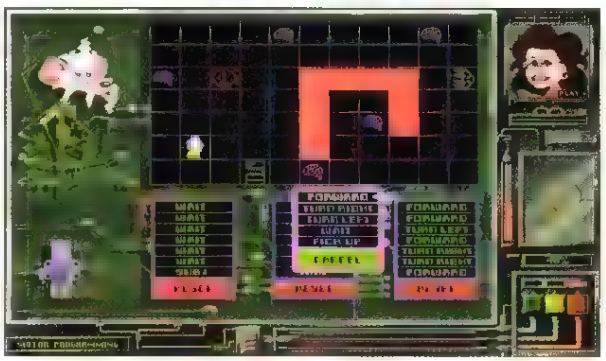


Though often overlooked by adventure gamers, *Sierra*'s **Dr. Brain** series have possibly been the most consistent that *Sierra* has produced. Though the games are advertised for older children, the games have a definte appeal for adults as well. The third entry in the series, **The Lost Mind of Dr. Brain**, is by far the best looking and sounding one of the bunch, and if the puzzle quality remains as high as the ones in the limited demo that *Sierra* has provided for us, it could turn out to be a sleeper hit.

Lost Mind features a mad-scientist gone amuck story taken straight from *The Fly*. It seems that the good Doctor has found a way to transfer intelligence from one creature to another, and after experimenting with his rat Rathbone and a bee he has decided, like any other mad scientist, to try it on himself. Unfortunately, he transmits too much brain power to the rat, turning himself into a cheese-eating lump of goo and Rathbone into a brilliant, erm, rat. Dr. Brain's niece, the equally brilliant brain surgeon Dr. Elaina Brain, happened upon the accident and explains to the gamer that they must reconstruct the good Doctor's brain by solving every puzzle that he created. In the process, you will also return Rathbone to his rat-like, cheese worshipping ways.

The game will feature 10 unique areas that will feature hundreds of mind expanding randomly generated puzzles. There are multiple skill levels, and the puzzles run the gamut from relatively easy to downright tough. There are visual and memorization puzzles, the inevitable "Simon" type puzzle, and at least one that requires you to replicate a song by piecing together sheet music (no, you don't have to read music, but it sure is easy if you know how to).





The artwork in **Lost Mind** is fabulous, at time exceeding the incredibly high standards set by **King's Quest VII**. What is even more impressive is the synchronization of the mouths of the cartoon characters with the excellent voices. It truly looks like the characters are actually speaking. **The Lost Mind of Dr. Brain** will be available on CD-ROM for Windows™ and the Macintosh around the time that you are reading this.

THE ULTIMATE DUNGEON

At this year's Toy Fair held in New York, *TSR* announced that they have inked a deal to bring the **Dungeons and Dragons™** world to the silver screen. "*TSR Inc.* and *Sweatpea Entertainment* indicated that special effects superstar Stan Winston (*Jurassic Park* and *Terminator II*) will be involved in the $50 million project." According to *TSR*, the tale centers on the exploits of Ridley and Marina, the two chief protagonists. A rogue and sorceress in training, the two embark upon a trail of an evil wizard, as they attempt to find an ancient artifact rumored to control mythical golden dragons.

TSR also indicated that they have no plans to cast headline actors in this big budget project, except perhaps in cameo roles. It appears that much of the film's exorbitant budget is instead being diverted to the creation of the ultimate dungeon, designed in accordance with computer animation and live action video sequences. Moviegoers and gamers alike can expect to see the film as early as Summer of 1996.

INSERT COIN HERE

Pinball games are still very much in vogue over at *Amtex*. The company has announced that they have three new computerized pinball tables slated for 1995 and beyond, again based upon electro-mechanical designs of years past. Players can expect to round out their private pinball parlors with **Eldorado**, **Queen of Hearts** and **Fireball** in the coming months.

LAVAMIND GETS ZAPPED

Work has already started on the next title in developer *LavaMind*'s (developers of the excellent **Gazillionaire**) psychedelic-looking high finance titles. It's currently titled **Zapitalism**, and you can expect to trip out on more weird graphics and high-finance, only instead of being set in space, this one will be set "on an imaginary island full of fantastic creatures."

They've also opened up their own World Wide Web site. Check it out at **http://www.lavamind.com**

There you are, flying through the air with the greatest of ease when the air-to-air missile locks on you and starts homing in. Let it close to 4 miles. Roll 90 degrees into it and start laying chaff and flares like crazy. It's still coming. Keep turning. G forces. Everything's going black. Turn harder or you're dog meat. You're dog meat.

Even a Power Macintosh can't do everything.

Games for the Power Macintosh™ computer have better graphics and smoother animation.* Thanks to the sizzling processing speed of the PowerPC™ chip, they also deliver dismally timely, realistic payloads.

To find out where you can take a test run, give us a call at 800-538 9696. Then go strap yourself into the cockpit of an F/A-18, and be prepared. The animation won't jump, but you may have to.

Power Macintosh

Apple

Reader Service No. 101

FROM THE GREAT WAR TO THE GOOD WAR

Empire Software has announced that they have signed another deal with *Rowan Software* to develop a new combat air simulation, entitled **Flying Corps**. Utilizing the same flight engine found in their World War epic **Dawn Patrol**, **Flying Corps** will take place over the skies of World War II Europe, supposedly covering the entire conflict in the west. *Empire* also went on to say that an upgrade patch to **Dawn Patrol** should be available shortly which will modify the flight model to imitate spins as well as improve the computer-driven AI. Furthermore, the upgrade will finally address the issue of modem play, allowing remotely located players to play either cooperatively or competitively

WHICH WAY TO MALMEDY?

Although *Atomic's* treatment of the Battle of the Bulge has been shelved and *SSG's* product has slipped a few more months, new game company *TalonSoft* has announced plans to release a Bulge game in the coming months. Jim Rose, *TalonSoft's* President and former executive at *Avalon Hill*, has indicated that **Battleground: Ardennes** will be the first in a series of World War II scenario based company platoon level games which will include among other niceties, modem play. Rose also went on to indicate that the company has some ambitious plans beyond the **Battleground** series, with specs for a Napoleonic as well as a Civil War series already underway

VIRTUAL POOL

Interplay lets players chalk their cues

While *Interplay's* **Virtual Pool** isn't the first computerized version of pool to come along, it certainly looks to be the most serious effort in a long time. Promoted as "a simulator so realistic, it'll teach you new tricks," the preview version indicates that the designers are well on their way to accomplishing that goal. Slated for inclusion in the game are: a trick shot library, multiplayer games over modem or network, as well as a multimedia background and history section featuring video clips and so on. The preview version had only the game itself, so the planned multi-media add-on will not be discussed here.

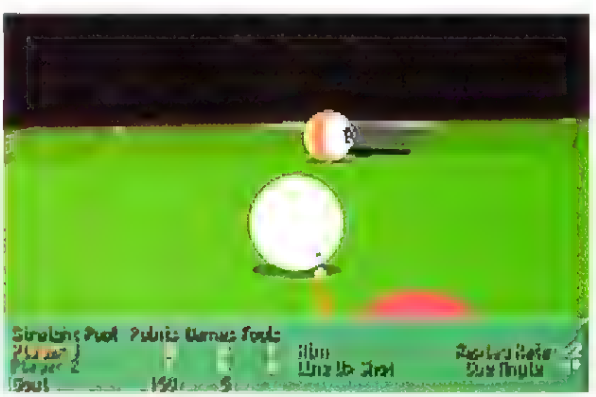
The game's accuracy allows one to engage in an in-depth study of the table's geometry, something most of us have a hard time doing at the local pool hall. Where previous computer pool games might have given you an idea of the angles involved, **VP** lets you get right down there and measure them. Coupled with the tracking lines feature, which lets you see where the balls are going to go before you take the shot, it is hard to imagine that your game won't improve with the assistance of this program.

There are a number of ways to look at the table as you line up your shot, which comes in handy when you are playing without the tracking lines. You can zoom in and out, go into "view" mode and walk around the table, and then snap back into "aim" mode to line up your shot. A "fine tuning" key allows you to make tight adjustments, and there is a provision for raising and lowering the stick in order to perform mass shots (think of all the carpets that will be saved!). "English" is fully implemented as well. There are no limits placed on how the cue can be placed, so you won't need a "Granny stick," and you won't need to worry about "behind-the-back" shots since you don't have a body to get in the way. Finally, you stroke the cue using the mouse, so you can develop a feel for how hard you strike the cueball.

VP, despite all the add-ons, looks to be a very technically accurate simulation of the game of pool. The core of the product has obviously been kept in focus. The program includes the four usual variants of pool: Straight Pool, 8-ball, 9-ball, and Rotation. There are also several computer opponents, although the preview opponents didn't seem to want to do anything other than shoot scratches. The AI probably hadn't been written for these guys yet, but they seemed to sink some mighty complicated scratch shots with authority. God help us when they are turned loose with a real AI and are trying to sink shots for real.

The instructions that came with the preview are fairly complete, a good sign for the final version. Besides the usual instructions on installing and what keys do what, the notes include the rules for the various pool games and a guide on how to improve your game, which has a lot of good tips. The game plays smoothly on a 486 33, and looks great even on an old SVGA monitor once the included VESA software driver is installed (**VP** includes a plethora of video drivers, which makes sense in a game where keeping the angles accurate is everything).

Virtual Pool promises to make you a better pool player; with the engrossing detail already present in the beta version, it seems likely this difficult goal will be achieved.

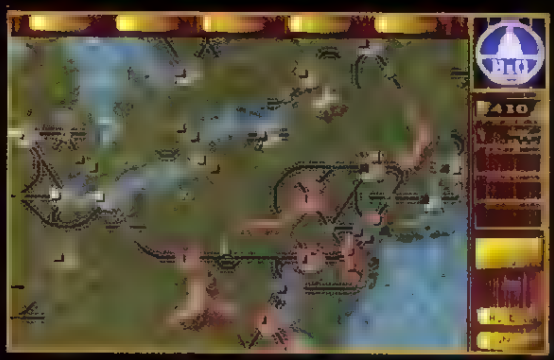


Build a Railroad Empire with Iron Horses and an Iron Will!

1830

Railroads & Robber Barons

Roll against history's greatest!



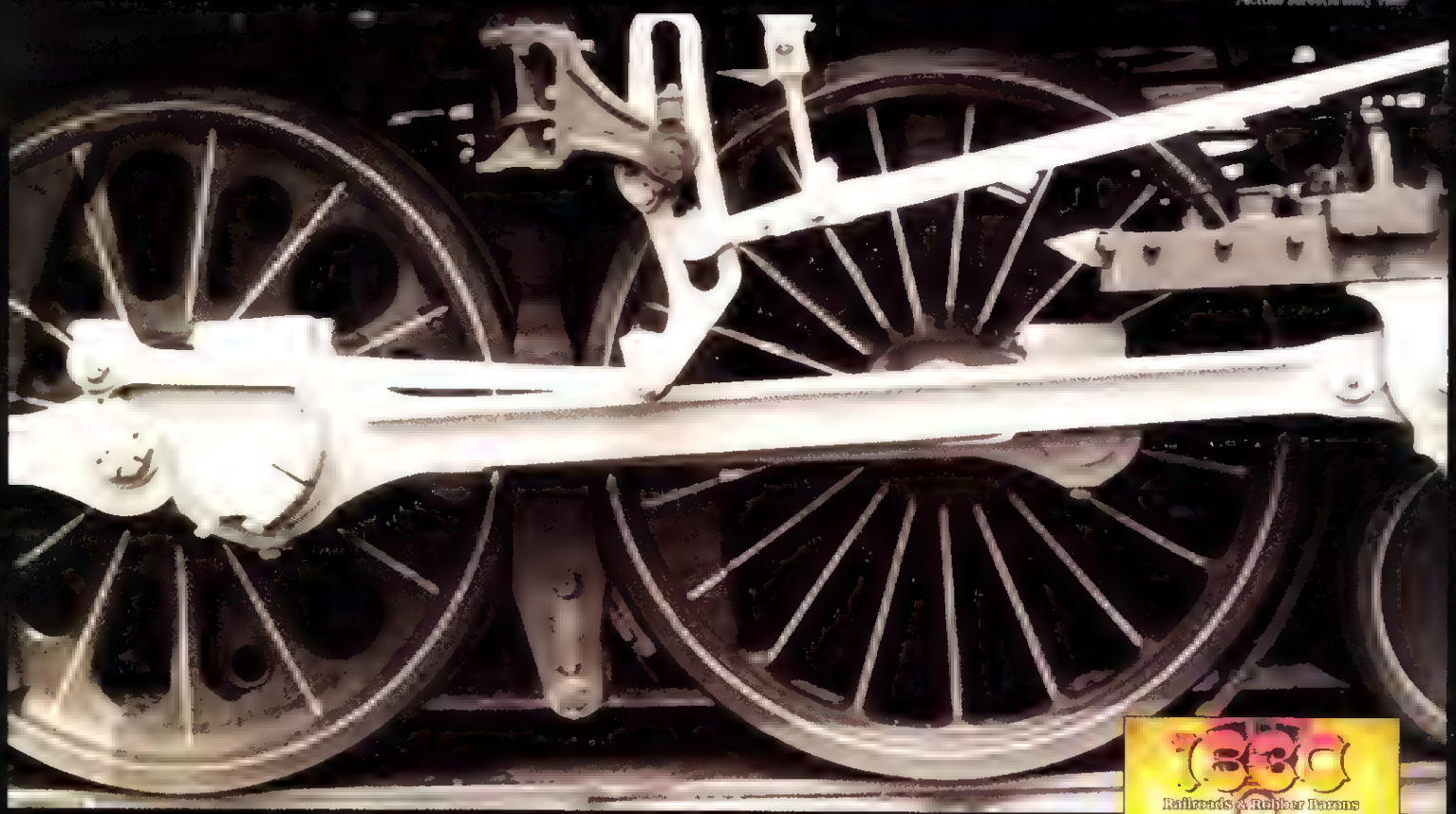
Break through the competition!

Actual screens may vary

Welcome to the 19th Century!

With immigrants pouring in, America is poised for explosive westward growth. Magnates famed for their greed and business acumen rush to cash in. Can you handle the challenge?

Lay track, build stations, purchase trains, and manipulate stocks to build an empire of iron and steel. History's greatest Robber Barons will try to stop you by undercutting your lines and buying out your stock. Your only weapons are money and trains. Will your empire succeed or fail under the wheels of the competition?



The Avalon Hill Game Company
DIVISION OF MONARCH AVALON, INC.
4517 Harford Road Baltimore, MD 21214

CD ROM COMING SOON

Available on: PC Compatibles, 386 or better, 4 MB of Ram, 3.5" High Density Floppy, Mouse, VGA color graphics. Sound Support for Sound Blaster AWE32, Sound Blaster 16, Sound Blaster Pro and Compatibles, Pro Audio Spectrum and Roland.

1830: Railroads & Robber Barons can be found in computer game stores near you. For order information or for the name of a retailer near you, call 1-800-999-3222. Ask for Dept. SP 1

NEWS

SPECTRUM INKS DEALS WITH NEW AFFILIATES

Spectrum HoloByte has announced that they have reached agreements with two strategic affiliates: *FASA Corporation*, and *AnimaTek International, Inc.* *AnimaTek*, who developed the amazing **El-Fish** for *Maxis*, is partly owned by Mr. Tetris himself, Alexey Pajitnov. Their first releases will be edutainment products, with other interactive projects for older audiences down the road.

The alliance with *FASA* has resulted in the formation of a new company called *FASA Interactive Technologies, Inc.*, which will be run independently from its parent company. *Spectrum*'s investment is in this new company. The result of this will be interactive titles developed together, the first two of which will be based on *FASA*'s main property, *Battletech*. The second round of products will be developed by *FASA Interactive* and distributed by *Spectrum*.

MUM'S THE WORD

Electronic Arts has certainly been rather secretive of late concerning their release schedule for British game development house *Bullfrog*. Since their acquisition several months ago little information has leaked out concerning which games are expected for the balance of 1995. What has been learned is that *EA* plans on releasing **Psychic Detective**, being billed as another entry into the murky world of interactive movies. Beyond that, *EA* is working in conjunction with French developer *Adeline Software* to design a new game, tentatively scheduled to be released in the Fall.

MARCO POLO

Wander through 13th-century deserts in search of famous explorers

Marco Polo has a very interesting hook. At the core is a basic game of buying products cheap, taking them via caravan to another city, and selling them for a juicy profit. There are also missions from town dignitaries to fulfill, and random encounters that can be boon or bane.The player must purchase carriers, escorts, and food to keep his caravan moving. The trick is to maintain an equilibrium between the costs of feeding your caravan workers and providing yourself with sufficient carrying capacity and security.

Moving between cities is basically automatic. From a map of the area, click on the destination and a caravan moves there. Along the way there is the possibility of being set upon by bandits. If this occurs, your escort will automatically attempt to ward off the attackers. Once your caravan arrives, the buying and selling begins anew. Each town has an encounter button; hitting this will either give you info on the town, or present you with a special task asked of you by the town's leaders. Buying and selling earns wealth, but these special tasks are the way to build fame.

Glitz wargame

Thus far this is all pretty standard stuff for a trading game. Now on to the hook, which is the multimedia aspect of **Marco Polo**. It ships on CD-ROM, and uses voice and video clips throughout the game. In addition to the game itself, there is a lengthy discussion of the Polo family, the Mongols, and various aspects of Asiatic society and life in the thirteenth century. The narration is clear and professional, and in general the information presented is interesting. Full screen static pictures are intermixed with smaller (but by no means tiny) video clips. Both of these use material from the *Marco Polo* TV series, so production values are first rate.

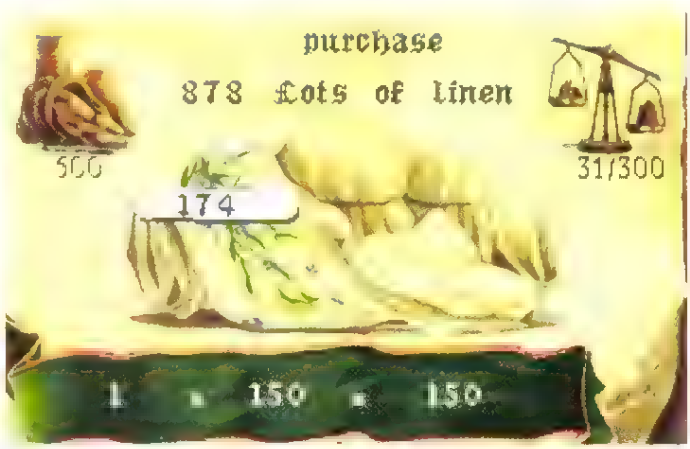
Marco Polo is educational while at the same time fun. The tone is pitched towards an adult market. In fact, the game has qualities that make it competitive with the typical "lite" history you'd find on those documercials cluttering the cable airwaves these days.

In addition to this specific delivery of information, playing the game itself teaches the player about the era. As a caravan reaches a town the player is given a brief summary of what sort of town it is and who controls it, along with a short video clip reflecting these facts. While perhaps not entirely accurate historically, these clips and segments give the player a good feeling for the times covered in the game.

More multimedia

Multimedia aspects continue into the documentation for the game. Hitting the <F1> key will bring up help on any game control, but rather than a text box the help is in the form of a very pleasant female voice. These sound bytes cover not only game play itself, but some hints on buying and selling. For each product offered, a tap of the <F1> key yields a brief discussion of the product. Reading between the lines of what the narrator tells you will give you a clue as to the likeliest place to get a good price for this product.

Overall, the graphics are pleasant, the voices clear, and the background music changes to fit the locale. As a game for the sheer sake of gaming **Marco Polo** is not remarkable at this stage of its development. In fact, power gamers might be put off by the intrusion of video clips and sound bytes when they want to buzz on through to the next decision. But as a pleasurable yet elementary learning experience, it shines. By playing the game, you'll learn about the political climate of the times, the hardships faced by these early traders, and something of the people that populated this world . . and it won't even hurt.



CONQUER YOUR FRIENDS AND ENEMIES

MicroProse to release multiplayer Civilization

One of the few criticisms leveled at **Sid Meier's Civilization** was that it should have included some form of multiplayer mode. Conquering the computer was loads of fun, but what if you could play other humans? Oh, just think of those battles you could have!

Well, *MicroProse* have finally heard your cries and are releasing a multiplayer version of **Civilization** for Windows™ and the Macintosh. For Windows it will support Novell, PC Bios, Artisoft LAN networks, and 9600 baud or greater modems for multiplayer mode (hmm, what about *Microsoft* NetBEUI, the protocol that ships with Windows for Workgroups?). For the few of you who haven't set up that home network yet, both games will also work in single-player mode.

The differences between the original and the multiplayer version can be summed up like this:

- Up to six players can compete at the same time.
- You can designate an open game that will allow new player entries at any time, or a closed game which limits the number of players.
- On-line chatting with other players is possible.
- The game now takes place in real-time.
- You can view multiple maps on the screen at once.

In other *MicroProse* news, **Machiavelli the Prince** should be on the shelves soon; this slightly enhanced version of the venerable **Merchant Prince** should keep strategy gamers happy with its combination of politics and economics. If you missed it the first time around, you will want to make sure you don't let that happen again. It's a good one.

Also coming up are a number of new entries in *MPS'* **Gold** series and some Macintosh conversions. **Sid Meier's Colonization** will be released for the Macintosh, and a **Gold** version of it will be released as a Windows multimedia edition. Both versions will feature enhanced graphics, with **Colonization Gold** including digitized movies, pictures, and sounds of colonists (though it's not likely it's footage of the actual colonists), an enhanced encyclopedia, and an interactive interview with Sid Meier. And finally there is **Pirates! Gold Multimedia**, which probably should be called **Pirates! Gold Gold**. It will be a Windows release that will feature the ubiquitous enhanced sound and graphics and a comprehensive historical database.

Pirates! Gold

ERRATAS

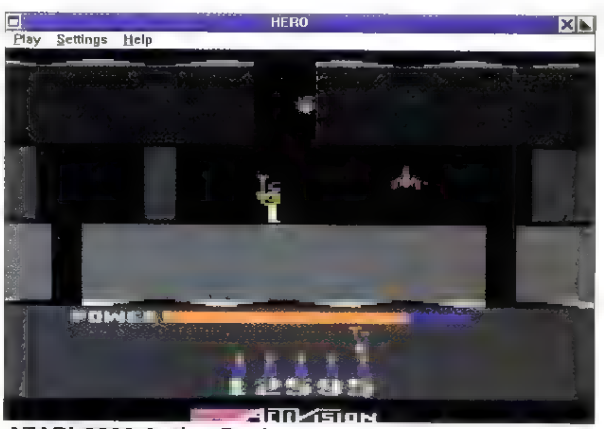
You were probably thinking that the **Atari 2600 Action Pack** looks really good based on our screenshot on page 9, that it looked amazingly similar to **Across the Rhine**. Well, you were right. Sorry *Activision* and *MicroProse*.

Not only did we inadvertently call *SSI's* **Silent Hunter Great Naval Battles III** on page 128, but to add insult to injury we called it **Great *Navel* Battles III**, which as far as we can tell would make it either the world's first lint simulation or some kind of orange game. We apologize profusely to *SSI* for this error, though we do think it was pretty funny. This is what happens when you literally create a 16 page article in one day with no sleep.

Our sidebar information in our review of **Gazillionaire** should have stated that we were reviewing the shareware version of the game, not the boxed version from *Spectrum HoloByte*. Why is that important? Because all of the criticisms leveled at this excellent little game in the review were subsequently fixed and or changed in the commercial release. Thank you Steve & Naomi from *LavaMind* for pointing this out, and we apologize.

Finally (whew!), in the April, 1995 issue, *BAO* dropped us a line to remind readers that, despite what our *DDT Corner* may have implied, **Real Weather Pilot** is not a *BAO* product, that it was written by Joe Lincoln at *TekMate*, who can be reached at (713) 440-5542. However, this particular update can be found in *BAO's* forum on *CompuServe*.

As the great Homer Simpson once said, "Blame it on the guy who doesn't speak English."



ATARI 2600 Action Pack

ALLIED GENERAL

If you've still got a hankering to win the "good war" there's certainly some good news to report from the front lines. Hot on the heels of *SSI*'s **Panzer General**, their bestselling WWII based operational wargame, comes it's highly anticipated sequel, quite aptly named **Allied General** (working title).

Like **Panzer General**, **Allied General** utilizes a hex based movement system overlaid upon a variable scaled map dependant upon the scope of each individual conflict. Unlike **Panzer General** though, **Allied General** is being co-developed by both *SSI* and *Hatestorm Inc.* of Berkeley, CA. Instead of commanding the Axis cause, the sequel puts you in the role of an American, British, or Russian general as you attempt to stymie and hopefully defeat Nazi Germany's ambitious war aims. As the Allied commander, players will be able to choose from campaigns in North Africa, Western Europe and Eastern Europe.

As was the case in **Panzer General**, the campaign game follows a branching mission tree highly reminiscent of the **Wing Commander** series. As such, each of the ensuing scenarios typically is invoked based upon one's performance in the preceding scenario. Based upon some early design specs, much of the original flavor of the game should remain the same. Again, like in **Panzer General**, the player will certainly have to consider the well-being of certain cadre units, which form the nucleus of his battle group.

One fascinating departure for **Allied General** is the inclusion of actual digitized war posters which the Allies used to spur continued patriotism and bond drives. Their addition is intended to further the mystique and lure surrounding the period and serves to illustrate just how far wargaming has come just in the past year.

Allied General should be available by Christmas, 1995.

DOMARK MAKES DEAL WITH A PENGUIN

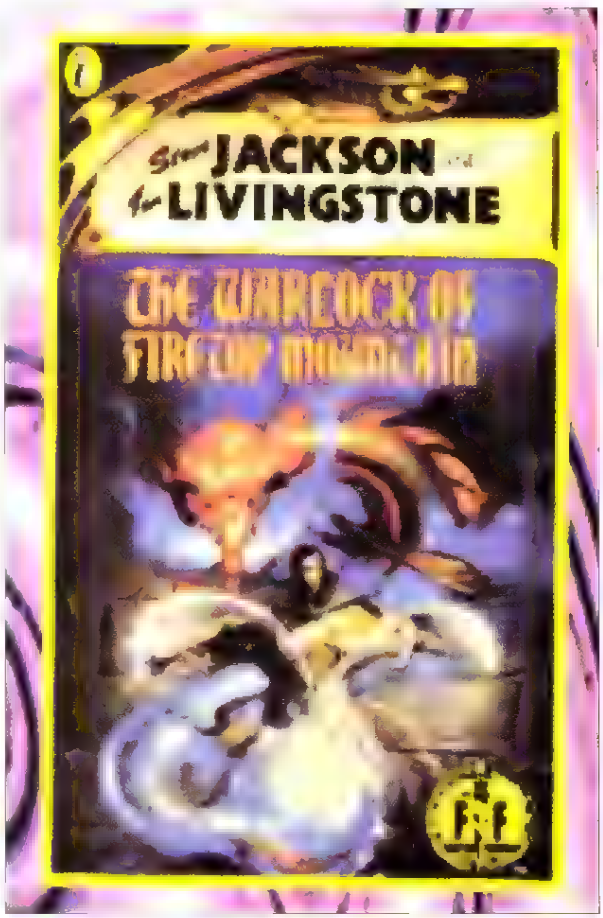
Deathtrap Dungeon the first title in new series

Domark has teamed up with *Penguin Books* to bring gamers **Deathtrap Dungeon**, the first in a proposed series of games that are being called the **Fighting Fantasy** series. These games are based upon the international best-selling interactive gamebooks by Steve Jackson and Ian Livingstone (who also happens to be *Domark's* Managing Director). This is the first collaboration between the two companies, and more PC and Macintosh CD ROMs are planned down the road.

In **Deathtrap Dungeon**, the player starts the game locked in a cell deep inside a dungeon labyrinth. To win the game you must escape, which of course won't be a walk in the park (or perhaps a dungeon?) because Baron Sukumvit, the games UPE (Ultimate Personification of Evil), has filled the dungeon with various deadly traps and nasty monsters (you've got to wonder why someone would do this, what if the Baron had to go down there and, I don't know, retrieve an old yearbook or something?).

The game will be an action and role-playing hybrid using a first-person 3D view of the world, with the usual texture-mapped objects, atmospheric sound, and smooth movement. The plan is to have auto-mapping, 12 dungeon levels of increasing difficulty, and the usual plethora of second generation **DOOM**-engine goodies, like running, jumping, and ducking. Unlike other games of this ilk (**Heretic** or **Shadowcaster** would immediately spring to mind), there will be non player characters that will force you to repress your desire to kill everything in sight. The usual complement of secret passages, weapons, and spells will be present to keep gamers busy searching for hours on end.

Primarily known for their flight simulators, *Domark* are now are expanding their lineup to include adventures (**The Orion Conspiracy**), role playing (this title and **Lords of Midnight**), and tank and space games (**Tank Commander** and **Absolute Zero**). With this sort of expansion comes the risk of trying to be all things for everyone while satisfying no one, but by grabbing known licenses and working with respected designers, it appears that *Domark* is doing it right and is headed in some new and interesting directions.



ZIG ZAG

WORD GAME OF ALL TIME

Shhh . . . It's a secret . . . We cannot disclose the hidden word. It's up to you to solve it. In addition to the myriad of word puzzles, Zig Zag offers another exciting twist to the game, a word game adventure. The solution is near, each puzzle brings you closer to completing the grand adventure.

Right letter and location, you got a Zig . . . Right letter . . . you got a Zag. A few letters to go . . . Can you deduce the word before the puzzle ends? Prepare your deductive powers as you embark on the ultimate word puzzle adventure game.

"A word game that you can't put down."
"Non-stop entertainment for the whole family."
"A unique word game with adventures as well."

- Intuitive Interface
- Enormous built in Dictionary
- Player History
- On-line Hints
- 4, 5, 6, & 7 Letter Words & Numbers

QQP

Reader Service No. 39

"Zig Zag" computer game is for IBM PC. It can be obtained through your favorite retailer or call:

1-908-788-2799

or by writing to:

QQP - 495 Highway 202
Flemington, NJ 08822

Copyright 1994 QQP. All rights reserved.
IBM is a trademark of International Business Machines.

COMPANY PROFILE

NEW FROM PSY

Cindy Yans takes a trip to England and was allowe

Currently in its eleventh year, the international software publisher *Psygnosis* continues to rise from its humble founding in a Stonecutter's cottage in Liverpool, and strides with confidence in today's marketplace. In addition to a new **Lemmings** delight, a veritable host of new products are burgeoning and ready to hit the shelves this spring

Innocent until proven...

Jack's back! Jack T. Ladd, space rascal, returns in a PC adventure g v ing him another opportunity to weasel through the universe in a path of sleazy skullduggery. **Guilty**, which is not, by the way, being touted as a sequel to **Innocent Until Caught**, is a humorous space romp through the galaxy which takes in at least four planets, one religious cult and a casino And I thought a casino *was* a religious cult.

Jack has just escaped from his cell aboard a prison ship, ready to leave the craft stranded on the flight path of a merciless alien invasion fleet. His companion is the ruthless man hating policewoman Ysanne Andropath. **Guilty**'s main gimmick is that you are able to play as either Jack or Ysanne. As either character, you are engaged in a tongue-in-cheek battle of the sexes chock-full of innuendo and a love of the double entendre

"Go down that elevator shaft and bring me the . (thingamabob-bit)," says Ysanne

"I don't have to be asked twice to go down," is the reply

Tir na Nog

Tir na Nog

Darker

Catch the drift? Anyway, reminiscent of the Indiana Jones different "modes of play" scenario, game play will be changed significantly as the result of which character is chosen to drive the action. Both characters possess different capabilities, can visit different locations, solve different puzzles and elicit different responses from in-game characters It is thus being billed as a "two, Two, *two* games in one" experience. And always we are led along wondering if the pair will consummate their developing relationship, or will the "itch of love remain unscratched"? Hmmm

A host of upcoming and established stars have been rounded up to supply the voice acting for the project, among them Kerry Shale, whose film and TV credits include *Who Framed Roger Rabbit* and *Superman IV*, and developers promise an overhauled, more user friendly control system. We hope they will be **Guilty** as charged

On a more classical note...

Reaching beyond, (way beyond, if you ask me), traditional game boundaries is **The Ring Cycle**. An extensive game trilogy, **TRC** promises to provide the most powerful and evocative soundtrack ever heard as part of a gaming experience. With music drawn from Wagner's classic opera, the sound production team have a tough nut to crack, here. Those familiar with Wagner will remember his Ring Cycle as perhaps his most ambitious work and will look forward *[?!?!-ed.]* to its incorporation into current multimedia entertainment. For any unfamiliar with Wagner, (it's okay, you can admit it), think Viking, think large women with braids in horned caps, think Anna Russell, think old cartoon scores. Any sparks of recognition?

The game itself takes its themes from Teutonic mythology - exploring the Middle Earth legends and fables which have inspired many, including Wagner himself, and of course Tolkien. **TRC** looks to be an ambitious undertaking, to say the least

To tell the truth

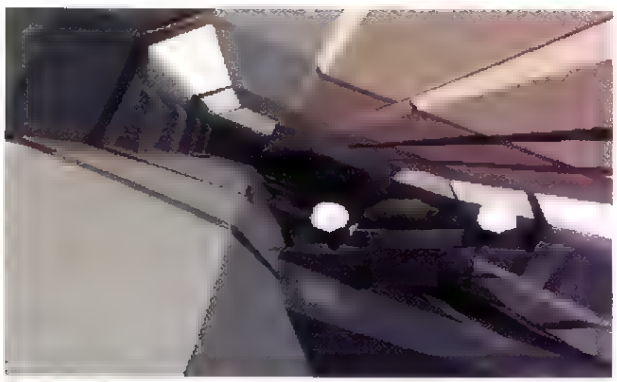
Another RPG with roots in the classical past is **Tir na Nog** (literally, "the truth"). **TnN** is lovely to look at, with a "carved in runes" ancient tone to the hand painted graphics, and a haunting musical score. Our hero, Cuchalainn, passes over from this life into the Otherworld of Tir na Nog. There, he undertakes the final challenge. . . to seek out and reforge the seal of Callum

This game first appeared in 1985, and apparently met with measured success It must have emerged and kicked whoever was crawling through the recycle bin one day, shouting "retool me, retool *me*!" Combining the best elements of strike-em-dead combat with classic puzzle solving, it expands over a massive gaming area packed with visual humor. Puzzles include Riddles, Ciphers and Puns to mention only a few, and gameplay includes a wealth of spells.

Here, too, the story stimulus comes from mythology, this time original Celtic, and your fate, and the hero's rests in the hands of the gods.

GNOSIS

ed back to file this report



Darker

The sword of...

Finally transported to the PC from its Amiga beginnings is a beat the clock space challenge with VR stars in its eyes. **Damocles** flies the player through planets and moons, brings him/her through bases, towns and cities with one goal in mind - and a time limit.

Eris is the fifth planet in the Gamma solar system of nine planets and their nineteen moons around the star Dialis. The comet, Damocles, in its present trajectory will collide with Eris in just a few hours. How can the player change all of this? Well, don't look at me.

Damocles has been used to demonstrate the Forte VFX1 VR headset, and is striving in development to support other headset models down the road. The designers feel that its total freedom of movement in a 3D "real environment" with appropriate sound segments triggered by the player's activity makes it an ideal candidate for VR. Let's hope that spectacle is not left to be the only element of satisfaction sufficient in lieu of great gameplay, however. Don't you hate when that happens?

Labyrinth shoot-em-ups

Damnesia is a two-in-one combo of white-knuckle chase 'n' waste action and more lateral thinking, cerebral game play. The sound track brings to mind the 1960's TV Batman theme gone heavy metal.

Its premise lies in the aftermath of the cyberwars, where mankind has been driven underground. There are the Neos, who want to press on from world destruction to create a Year Zero techno-world fraught with hyper-advanced solutions, and the Retros, who believe that they will be able to, dripping with nostalgia, recreate the lifestyle of the good old pre-destruction days - futuristic hippies, perhaps, who wish never to leave the 2960's.

One progressive thinker, however, believes that the solution lies is time travel. A united future must be assured by traveling backward in time to create events that will change the course of history. No new concept here. The player will evade enemy skimmer ships or engage in dogfight combat as the underground labyrinth is explored. Then collating of Virtual Memories™ becomes the task at hand, as the background of the cyberwars is rediscovered.

Pyrotechnica is a very fast moving combat game in a veritable wind tunnel of whirling graphic geometry. The year is 2112. Inter-planetary research shows information capsules buried deep within the hearts of ancient stars. The capsules contain knowledge that long dead civilizations left behind eons ago. Entrepreneurs know that big bucks lie in data retrieval. The Terran Hardlight Corporation pay Runners billions upon billions of Creds to excavate start cores. There is just one problem though. Adherents. Hostile alien cyborgs that were programmed to defend this knowledge - at all costs - without mercy.

You are a Net Runner specializing in shoot-before-you-step rescue missions - and this one appears to be a peach. You pilot a space corvette through spiraling tunnels and chambers, trying to rescue your Wingmen and take out enemy platforms before launching screeching missile runs against Adherent installations. The 3-D special effects are absolutely stunning. Advanced light sourcing creates a dazzling fireworks effect during combat. I conjecture that lovers of this genre may find **Pyrotechnica** a welcome addition to their collection.

And finally, the flight sims

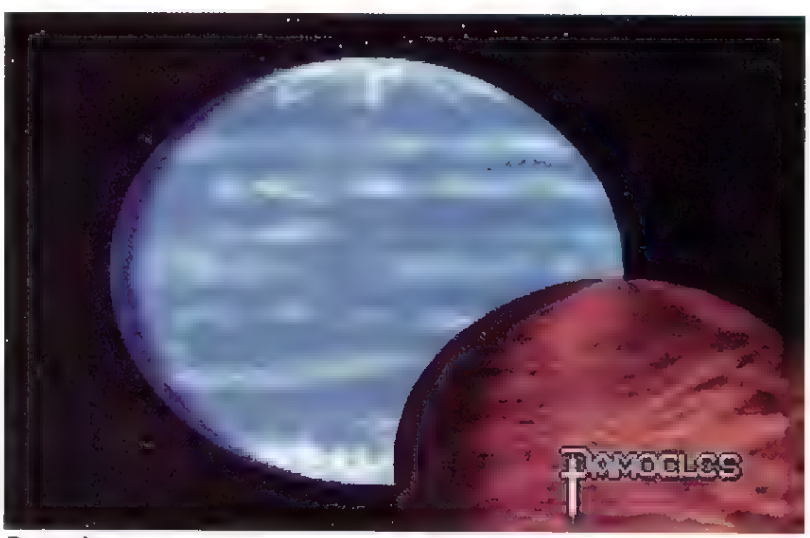
Darker and **Combat Air Patrol** glide into view this spring for flight sim lovers to test pilot. Although there is more than plane simulation involved in these productions, at their core are the flight engines, and whether or not they appeal will be based almost totally on the success of these models.

Darker is the product of three years of development work to produce what the designers hope will be the ultimate in gameplay flying. In addition to the usual piloting, there is a nightmare seek and destroy section featuring dozens of enemy craft in fast and furious annihilation sections created for the player who just wants to blast. It sports the usual 3-D landscape, but claims to have the most intuitive interface ever offered on any simulator. The game also features auto-correction for processing power. In other words, it will add detail on faster machines, but will maintain speed for excellent gameplay on slower machines.

Combat Air Patrol - OK, it's August 2, 1990. Saddam Hussein orders his troops onto Kuwaiti soil. The United Nations Security Council responds by roundly condemning the action. Allied forces mass on the border of Kuwait. The US Navy aircraft carrier Roosevelt lies in the Gulf within striking distance of all strategic targets. Its crew on round the clock alert.

The hook for **CAP** lies in its Persian Gulf locale, and its recreation of actual routes created from Gulf War pilotage charts. It has many features besides these, however, that may set it apart from the many flight sims out there. It includes 1000 target types over a massive gameplay area including scud sites, supply trucks, tanks and trains, virtual cockpit view, and in-cockpit speech. Its mission? To tackle the *MicroProse* bunch in their own airspace - and kick itself some serious ass.

Damocles



Damocles

PREVIEW

Note: at press time the title for SimTex' *new game is still in potential dispute, the game may show under a different title*

While the folks at *SimTex* are known right now for coming up with a few brilliant ideas of their own (**Master of Magic** and **Master of Orion** for *MicroProse*), that hasn't stopped them from drawing upon some of the best and most ambitious ideas in recent game design to produce **Mechlords**, a game that fulfills quite a few expectations frustrated earlier by some other releases (can you say **Outpost**?)

Like **Outpost**, one of the initial goals in **Mechlords** is to use careful and detailed resource management to set up a working colony on the planet of choice (different planets are the bases for different scenarios in the game). *How* that colony is going to work — to establish an agricultural base, to set up a mining center, to take over a planet in competition with others, to set up a strategic military center — determines the style of resource management engaged in during play.

Unlike **Outpost**, however, the process of establishing a colony while every bit as complex and in-depth — is much more efficient, logical and playable, the management of equipment and materials has been thought through carefully, so that little time is wasted on the excessive click-and-check tendencies so prevalent in *Sierra*'s still-unfinished design.

The process of play

So, for instance, the player must still choose a planet scenario, set up his or her initial resources prior to departure, find a planetside site appropriate for the mission, use unmanned equipment to provide the foundation for habitation, train and "grow" populations and skills, engage in research, mining, construction, transport, exploration, etc. — but now with a distinctive longer-term *goal* in mind. Moreover, the sequence of choices is quickly intuitive, the research side of the game, for instance, is more reminiscent of the system used in **Civilization** than it is of the one used in **Outpost**, with the added benefit that the kinds of research the player can choose from are somewhat restricted to those appropriate for the player-character's own profession, his or her financial resources, the scenario's overall mission, and the equipment currently present. There's none of **Outpost**'s silly "play 500 turns only to find out you now have no way of gathering any more MinA, so your colony's gotta shut down." In **Mechlords**, the *scope* of research and equipment-building possibilities is focused enough to make the game fun to play yet still challenging.

Mechlords is ultimately a grand strategy game, with the resource management aspect of the design set up as the means to other ends. The fiction of the design is that the player is a member of the nobility in one of six competing Houses in a war-torn interstellar empire, whose ultimate goal is to become both political and financial leader of his or her House. Competition takes place not only against the other Houses, but against other members of the nobility within one's own House; and all the while, some nasty space creatures – the Snce – are lurking on the event horizon waiting to shut the whole thing down (time pressure to validate the 50-200 turn turn limits imposed on each of the scenarios).

Each of three nobles in a House has been put in charge of frontier expansion; whoever gains the most fame (and notoriety) the most quickly – and whoever develops the greatest control over colonial resources – gains the most favor in the House.

Strategy weave

The most complex strategic aspect of **Mechlords** comes into play when contact has been made with other nobles; at that point, the early stages of colony building provide the backdrop for a complex weave of diplomatic, military, political and economic challenges which the player must handle intelligently to gain favor in the House. How well the player's colony does is a partial determinant of how much resource the House is willing to offer; develop an expanding colony, achieve diplomatic and political victories in alliances or battles with other Houses, and more resources are made available, to produce an interesting snowball effect as success breeds success.

Funds and fame accumulate from mission to mission as the player improves skills with the game. Both are offered for successful completion of a mission, as well as for trade goods which the player can gather (either directly or through negotiation) for the House. Technology researched, enemies destroyed, allies destroyed, time taken to complete the mission — all have an impact on the final score for a mission. That score is then applied in the form of resources for the next chosen mission, as part of the overall campaign.

On the surface **Mechlords** seems like a comparatively simple game; anyone who's played any kind of space-oriented strategy game like **Star Crusader** or **X-COM** is going to have a feel for some of the issues initially presented in a mission. However, the difference in

Mechlords is in the level of detail provided for play

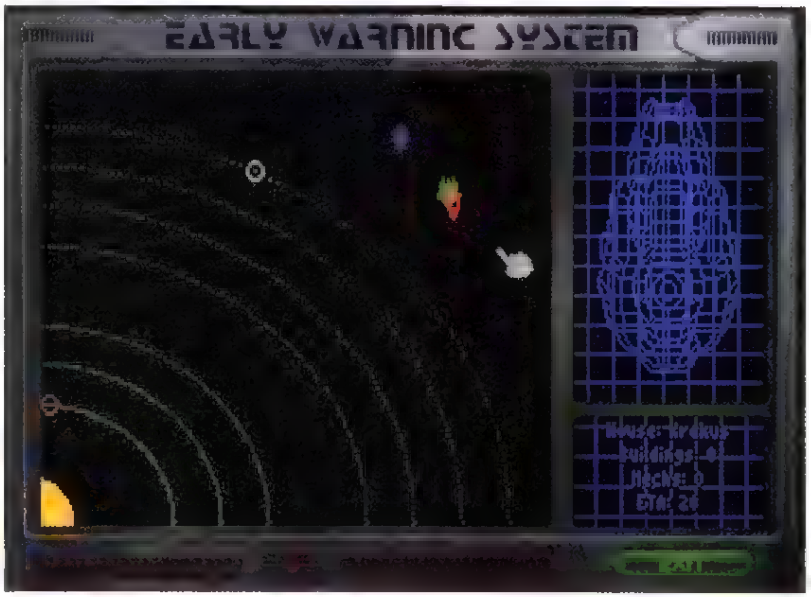
Vehicle design

For instance, the game makes it possible to design a staggering number of different kinds of vehicles as gameplay progresses. While the player may only start out with a few Tank or Walker types to begin with, up to nine different *classes* of vehicles can be built over time, and within each class a number of different types are available. Each type of vehicle can be outfit with a number of different engine, armor and weapons options, all depending on the level of technology the player has developed And that's just the basics: over time, up to *forty* different special systems become available for giving vehicles unusual strengths or abilities to handle such things as toxic environments or specific kinds of attacks (warfare is not just a question of simple hit-point strengths and weaknesses, as a result)

You can already see that interesting issues having to do with where resources should be allocated both early and later on are pervasive *just* in this support aspect of the game's design alone Too much resource spent on building the earlier, simpler units means less available to develop the snazzier stuff later on; concomitantly, choices about whether to provide large hosts of cheap equipment or a smaller number of more specialized and powerful vehicles have to be made to succeed with the mission At this level, **Mechlords** is as good as any **Empire**-style strategy game, and can provide hours of entertainment just focused on the strategy elements

The souls in the machines

Colonization, competition and outright warfare involve more than equipment, of course; this is a process which tests the mettle of the colonists as well as their leader. The player has a host of decisions to make in hiring and assigning colonists to various duties in the mission Pilots are available in nine different ranks, from Recruit to General, and have their own special abilities as well, which give them extra competence in various aspects of battle. Some are fearless, others charismatic, some skilled at mechanics, others just plain lucky Putting together the right mix of talents and propensities is as critical to the success of a mission as designing the right kind of equipment for the team



Mechlords is a role-player as well; depending on whether the player chooses to start out as a character with wealth but few skills, or with special skills as a scientist, a diplomat, or a military type, each mission and overall campaign will evolve differently. How the player interacts with both allies and enemies can have a significant effect on the outcome of both missions and campaigns making the mistake, for instance, of operating too near the colony of an ally can have negative effects on diplomatic relations, thus personal fame and fortune Finding ways to make temporary alliances with ostensible enemies might actually result in more favor than would taking a more direct (but less clever) approach. Figuring out a particular character's initial strengths and weaknesses and then playing to the former while supplementing the latter is of primary concern, and this takes attention away rather effectively from playing **Mechlords** as just a simple numbers game

Not for lite gamers

If there are any weaknesses in the overall conception for **Mechlords**, they lie in the area of potential overkill. Attention is obviously being paid in the design spec (and the early beta upon which this is based) to details which only the most dedicated gamers will discover over time, such as whether a pilot with a Fear Save of 70% will be able to capture an enemy vehicle in under 3 turns and use the captured vehicle's Flux Shield to defend against another enemy's Plasma Cloud in time to fend off destruction of the nearby allied Construction Facility. For those who want a game where all the information on such combinations of skills, weapons, defenses, tactics, machinery, etc can be found, to make careful, thorough decisions for each of the many units prior to initiating the turn (yes, fortunately, **Mechlords** remains turn-based in an increasingly hectic real-time gameplaying world), this one's a platinum mine. For those who don't want to pay attention to such detail, the game is marvelously designed to take care of a lot of it for you

But for players who want "lite" entertainment to while away a few minutes before supper after work, **Mechlords** may just be a little *too* much game to ask for. Wouldn't it be nice if there were more games out there right now with this problem?❑

PREVIEW

M. Evan Brooks takes a guarded look at Domark's Tank Commander

Domark's new simulation of armored warfare is described by the company as "a fast-paced enjoyable title" which is "as accurate as possible without sacrificing game-play for realism." **Tank Commander** (**TC**) was designed by *Domark U.K.* in conjunction with *Vickers*, the British design firm responsible for the British *Challenger* tank. This game emphasizes playability, and in an examination of tactical armored simulations, **TC** would appear thusly in the "Silicon Line"

The CD-based **TC** is a pure "boot & shoot", while there are several commands which may require a casual glance at the documentation, most of the game is intuitive. Although the preview version was solitaire only, the released product will offer network and modem play as well

There are over fifteen types of vehicles represented, with the player having the option of driving four different main battle tanks — the US *M1 Abrams*, the British *Challenger 2*, the German *Leopard 2* or the Russian *T80*. Targets include pillboxes, trucks, landing craft gunboats, tanks and the ubiquitous infantry

The tactical graphics are reminiscent of *Electronic Arts'* **SEAL Team** — functional, but often understated. The strategic maps are well-drawn, and the bit-mapped explosions and accompanying sounds (based on actual training footage) are well-implemented Enemy vehicles are quickly recognizable, although the infantry resembles a cross between television's Mr. Bill and Gumby. Since the enemy infantry is usually equipped with rifles only, it seems wasteful to expend machine gun bullets on them, when they make such a satisfying "crunch" beneath one's treads Besides, the machine gun ammunition can be reserved for real targets such as trucks, pillboxes, prepared positions, etc

Surprisingly for a game based on an authentic military simulation **TC**'s method of laying the main gun or the machine gun is "Virtual Skeet," i.e., Point in General Direction, Fire, Adjust for "Kentucky Windage," and Fire Again Repeat Until Target is Destroyed There is no laser range finder or target acquisition device of any sort. Range is therefore not a factor, and if it is visible, it is killable!

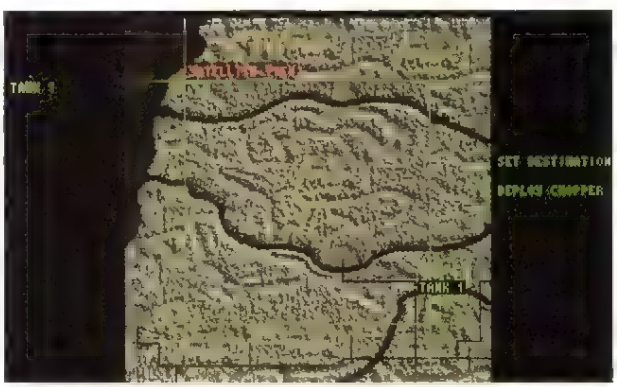
One can choose a crew, based on digitized photographs of the designers, appropriately outfitted as tankers (note to design staff guys, keep your day jobs!). *Domark* is still working on the sound, and some editing remains to be done; for example, in the preview version, a German tanker exclaimed, "That's one kill for the Motherland. " While a Russian might respond in that manner (*Rodina* the Motherland), a German would refer to the masculine Fatherland

There are four main views driver, gunner, commander and chase For night driving, the appropriate "green-out" will challenge one's visual acuity. In addition to the tanks themselves, the player can call on a helicopter to scout "over that next ridge line" and relay the pictures back in a live "black-and-white" display. From the strategic map, one can grasp the "big picture" and give orders to a drone tank. once contact is achieved, the player may then jump into the tank itself to resolve the tactical battle

The commands are easy to use, and the user has the ability to remap the keyboard inputs (the joystick was not functional in the preview version). A single keystroke switches from main gun to machine gun, and it is just as simple to move the turret and traverse a field of fire One can fire on the move as well as in a stationary position, often, one will have to move just to get a better target acquisition posture Terrain ranges from jungle to temperate (neo-European) to Arctic City terrain is currently being worked on by the designers, although as an infantry officer, this reviewer refers to tanks in built-up terrain as simply *dead*

Scenario missions are layered, but usually boil down to "seize key terrain and kill enemy units." While the released version will allow the player to maneuver four tanks at once, the preview version was limited to a single *AFV* (*Armored Fighting Vehicle*) rolling against an enemy position

TC attempts to be all things to all people. Its realism from *Vickers* is tempered with much more of an arcade shooter aspect — e. g , there is only one type of main gun ammunition, but the final version will offer a main gun flame thrower, a mine destroyer and a homing missile (all options currently unavailable in the real world of armored warfare) For real-time multi-player gaming, **Tank Commander** may be the **DOOM** of the arcade set ❑



Strategic Map View

Infantry being engaged

The bridgehead

The smoking remains of three M4's lie scattered about you. A German Tiger bogs down in the mud. Its crew scrambles away as you slowly wheel towards it. It could be a prize. It could be a trap. Welcome to Hell.

Control a single platoon, company or an entire battalion. Fight a single battle or a sketchy campaign from either the Allied or German perspective.

1944 ACROSS THE RHINE™

The PC game that puts you in command of the classic armored battles of Western Europe. As real as armored warfare simulation can get.

© 1994 MicroProse All Rights Reserved. Photo: U.S. Army, Signal Corps.

MICROPROSE

Anything is possible.

For IBM-PC & Compatibles on CD-ROM. Available at your local software retailer or call 1-800-879 PLAY

Reader Service No. 5

BRAINDEAD 13

Geoff Keighley loses a few brain cells to preview ReadSofts' new adventure

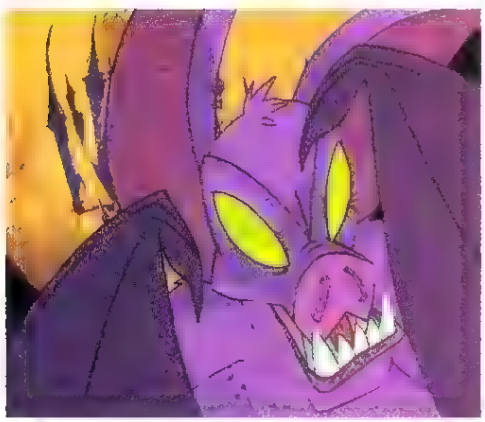
PREVIEW

You're not a contemptuous hero trying to rescue the princess" explains game designer Dave Quesnelle, "but just an average video game teenager who is stuck in a wild and wacky world of fun and games." Those fun and games will be hitting multiple game platforms later this year when *ReadySoft*, one of Canada's 100 fastest growing corporations, releases its first original title, **BrainDead 13**. Based on the same genre as the **Dragon's Lair** series of games, but remarkably improved, *Readysoft* has shaken up their offices by hiring over thirty professional cartoon animators to bring their wacky vision to life on a microprocessor near you!

He's smarter than your average...Thing?

As mentioned above, game director Dave Quesnelle is content that this game breaks the mold of **Dragon's Lair** type video games where the goal is to save humanity and rescue a princess by adding a new twist to the genre. Players suit up and take control of Lance as he explores the bowels of the castle of Dr. Nero Neurosos, an evil brain. Of course the brain is smart enough (brains are known for their intellect) to employ the services of his henchman Fritz, who is half-human and half-pet, but for general classification purposes, referred to as a "thing." After Lance boots up the castle computer and tries to mend its circuits, Fritz is quick to jump on his tail. As players progress through the gigantic castle they have to contend with many hazards in addition to keeping tabs on Fritz. As they say, time is of the essence!

Many of the game team members are former feature animators, and as such, the entire game was completely hand drawn in pencil, then scanned, painted, and programmed. Although the process is extremely involved and complicated, the end result is animation that is just as impressive as any feature length animated movie. In addition, the animators were extremely involved in creating a persona for each character. Game designer Quesnelle explains that "we designed this title so it didn't act like a regular adventure game where the character walks in static steps like a robot. To give life to the characters, we simply ask the player the direction they want to travel in, and then there is pre-drawn animation with little quirks and quarks thrown in to transport the player to a new location."



The development chant!

Interactive is a word which is often chanted during the development of the game, and rightfully so, as the developers are well aware that players often dislike the fact that these animated games are not particularly interactive. To alleviate this concern there are many different areas ranging from a sword fight with Fritz to a massive outdoor maze through shrubbery. There's no hiding the fact that the game is trial and error in nature, but the storyline branches more than your average birch tree with multiple endings and hundreds of different death animations. Thus, the developers are hoping that players can experience the game many times and never quite play the same game, see the same sights, or hear the same dialogue.

The title dilemma

As you are probably wondering, and so was I, the meaning of the title is a big question mark, and the toons at *ReadySoft* aren't quite ready to reveal the secret behind the name. Although **BrainDead** is self-explanatory, what does the **13** stand for? A bakers' dozen or a reference to what is considered an unlucky number? As Dave bluntly explains, "play the game to find out." When players actually do sit down and play the game, their ears will be blessed with a fully orchestrated digital soundtrack, with accompanies many plot decisions. Most of the time players will have to pick among the four cardinal directions to continue their journey, but they can travel throughout the castle during the whole game exploring areas several times if they wish.

All the elements of **BrainDead 13** look unbelievable in their present state, and now the hard job of combining them all is currently taking place. This involves the seamless integration of animation, sound, and programming to create a quality product. The big question is just how interactive this 'cartoon' can become, and that question will remain unanswered until its final release. Nevertheless, this is one cerebral matter which looks like the perfect merger between interactive gaming and goofy cartoon antics: Saturday morning cartoons will never look or feel the same after players are taken aback with this zany adventure.

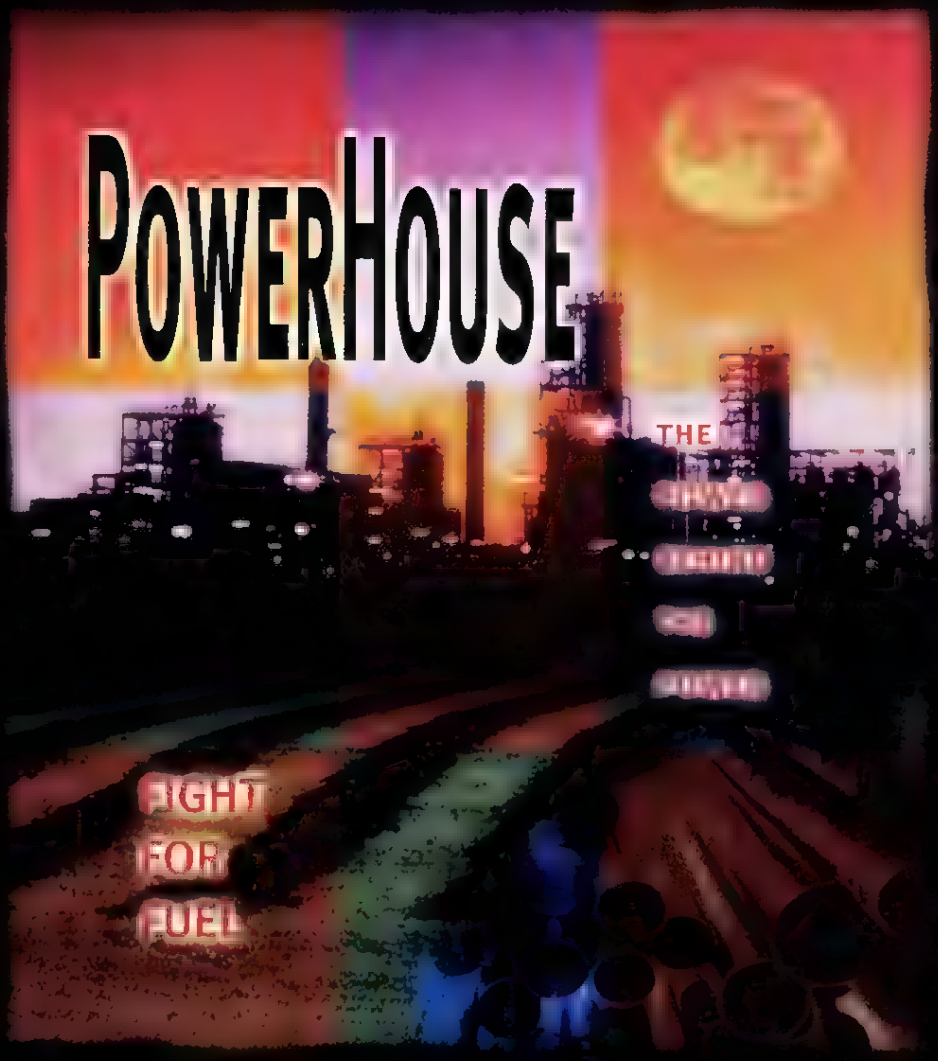
I'm "hooked!"

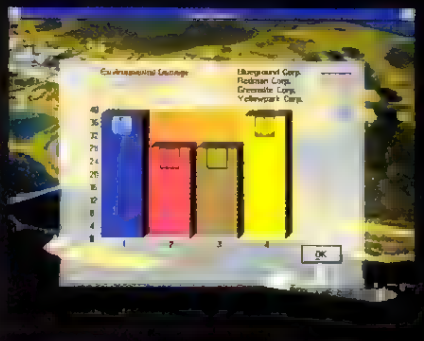
Ok, you can have my gold hook!

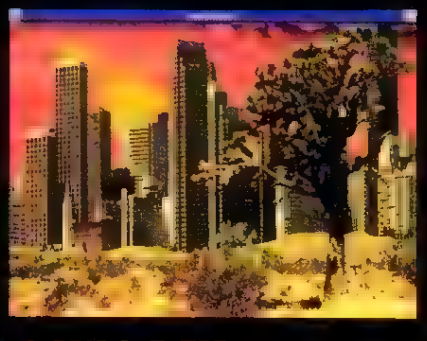
the Power behind the Power could be you!

In the next **energy starved** millennium, you will command one of four empire building, power grabbing megacorps. These **cutthroat** behemoths will stop at nothing to control mankind's vital energy supplies.

Explore, build, expand, and plot your way to **global energy dominance.** Only one can triumph as the undisputed **PowerHouse.** And the others...? Check out the recycling bin.







- 9 Energy types
- Superb SVGA graphics
- Windows CD-ROM only
- Live video: ENN News!
- Speech
- Cutting edge R&D
- Build and Explore
- Global economic and political models

IBM PC screenshots may vary

Impressions

© 1995 Impressions Software, Inc.
222 Third Street, Suite 0234
Cambridge Massachusetts 02142

Reader Service No. 107

MILLENNIA

F. J. Lennon and Ian Bird's take on Take 2's latest

DESIGN NOTES

Collins English Dictionary defines time as the "duration in which things happen in the past present, and future." But what if that definition could be rewritten? What if you could be master of time, alter events, and reshape history? The paradoxes of time travel and the far flung thrills of space exploration have long intrigued science fiction fans and gamers. We dream of exploring the cosmos in search of alien races or of having mastery over time and the ability to change the course of history. In a distant galaxy created by game designer Ian Bird, players will have the chance to be master of time and space by tinkering with the past, altering the future, and shaping the very fabric of history in **Millenia: Altered Destinies**, *Take 2*'s upcoming strategy adventure

In **Millenia: Altered Destinies** –scheduled for a September 1995 release– strategy gaming takes on an entirely different facet Players not only manipulate worlds and events, but manipulate those worlds and events throughout the ages Players must travel backward and forward through time to alter the course of alien civilizations in the Echelon galaxy, maneuver to stop wars, battle an interstellar enemy, and change a history that ends in the destruction of entire races

Ian Bird, the British designer of **Millenium** (published by **Paragon Software** in 1991) and **Deuteros** (published by *Activision* in 1992) has designed this unique strategy title, which is already over a year in development. He is currently working on the project from his Coventry, England studio. F.J. Lennon, co-designer, writer, and producer of Take 2's **Star Crusader,** is also contributing to the project and acting as *Take 2*'s internal producer

The story

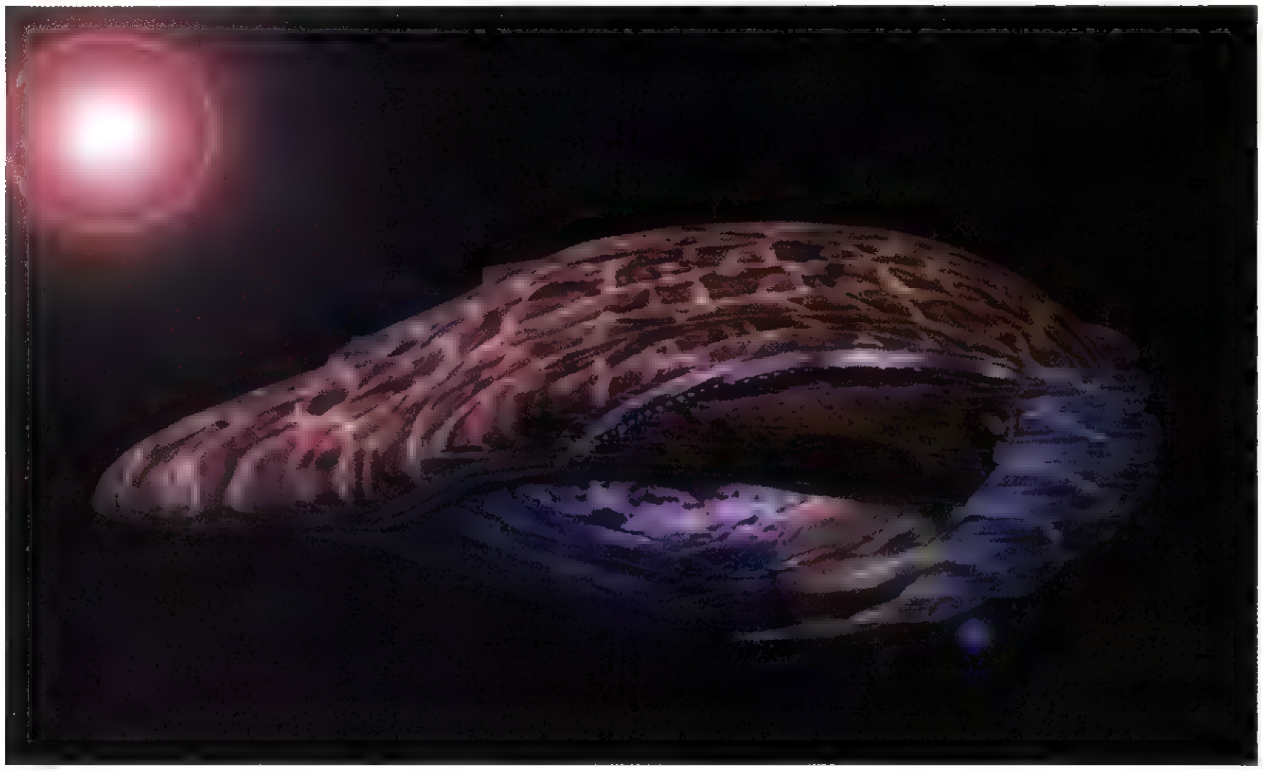
Millenia: Altered Destinies occurs over a 10,000 year period; it spans the entire history of the Echelon star system and tells the sagas of five alien races: the Entomons, inhabitants of a tropical world, the Reptilians, who populate a desert world, the Bearoids, who occupy an icy, frozen planet; the Piscines, aquatic denizens of a water world, and the Microids, sentient viruses that will destroy the other four races, unless you stop them The races inhabit a lone homeworld initially, but slowly begin to expand and colonize one hundred other worlds as the game progresses

According to the history of Echelon, the Microids will rule the galaxy by the year ten thousand, achieving this ascendancy by decimating the other races and planets Only the player can prevent these terrible events from occurring by traveling through Echelon's long history and assisting in the development of the four races so that they can withstand the Microid onslaught

If the player is successful, he can advance the Entomons, Reptilians, Bearoids, and Piscines from primitive culture to imperialistic space travel. Even if the four races can defeat the Microids, the danger is not ended. When the Microids are defeated, full-scale war erupts between the four races, and the player must again intervene to balance the power between the survivors

Time travel and strategy

The Trans-Time Machine (the XTM) allows you to travel between stars and throughout time to alter the history of the indigenous life forms. The XTM travels in 100-year jumps forward and backward in time over a 10,000-year period



The game's strategy lies in accelerating advances in the development of each race. Since the brain capacity of a race doesn't change much in 10,000 years, the only hope for premature advancement is introducing and developing technologies sooner – introducing the wheel, for instance, well before a race is capable of discovering it. Making such developmental adjustments has monumental – and sometimes catastrophic – results, which are not always immediately apparent. Through the course of the game players can manipulate and introduce numerous inventions to the alien races ranging from simple objects like steel, electricity, guns, gunpowder and medicine to more advanced objects such as fusion lasers and interstellar space craft.

Players can approach their God-like task in different ways. Each race has a 10,000 year history that is unaffected by other races' histories except for periods of war. Players can choose to concentrate on an individual race and follow its development throughout its history before focusing attention on another race. Alternately, players can organize their efforts around time periods and manipulate the fate of all four races simultaneously. And there is a mysterious "fifth dimension" where you confront your own destiny.

Gameplay

The game's controls are literally "hands-on." Players "sit" in the control chair of the XTM's cockpit from where they have a first-person view of the ship's control panel and monitor screens displaying images of the planets and the effects their actions have on the four races. Players issue commands to the XTM by moving their character's hands over the control consoles. From inside the XTM, players can navigate to different locations and times, refuel by skimming gas giants, communicate with alien characters who are inhabiting the various worlds, transport objects and inventions to and from worlds in stunning 3-D sequences, and battle enemies in action-packed arcade-style space combat sequences.

Players aren't alone in their struggle to save Millennia's inhabitants from the Microids. The miraculous ANGUS, the ship's Automated Navigation and User Support system, supports players' every strategy.

ANGUS is a revolutionary sentient computer intelligence that serves as companion, research library, navigator, and translator and communication link with the aliens. More than a machine, ANGUS is a fully developed personality, reacting to situations as a human might: fear when endangered, boredom when unoccupied, confusion during a temporal storm. ANGUS begins the game with the emotional maturity of a child and ages over the course of the game. *Take 2* is currently negotiating with several screen and television actors to cast the voice of ANGUS.

Cutting-edge graphics

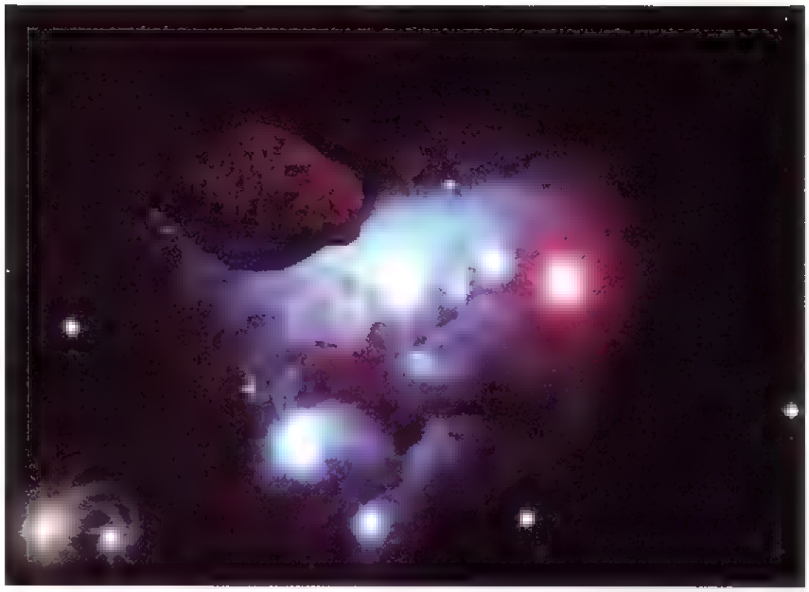
The momentous events and riveting action are brought to life by the lavish 3-D rendered graphics, animation, and video digitizing by a number of artists on both sides of the Atlantic.

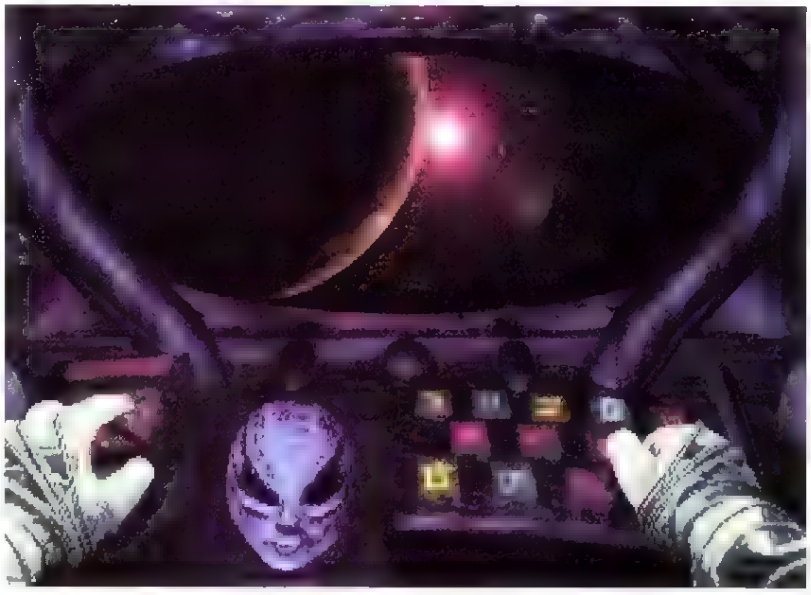
A unique aspect of **Millenia: Altered Destinies** is the representation of the alien characters. London-based graphic artists Saul Marchese designed a unique look for each one of the alien races and took his creation in a unique direction. Rather than render the characters on the computer, Marchese sculpted heads for the aliens and created detailed latex masks from his original sculptures. He then spent weeks refining and painting each of the latex masks himself until they matched his initial designs exactly. Various actors will wear the masks and the character interaction sequences will be filmed.

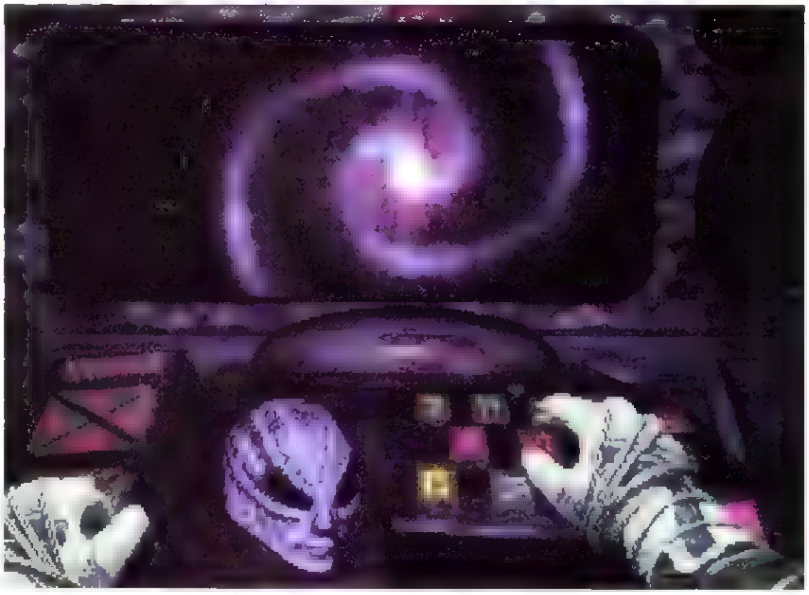
Numerous cinematic cut scenes that appear throughout the game will be created at *Take 2*'s Latrobe, Pennsylvania development office. Bill Petras, Jack Snyder, Mike Snyder, Anne Marie Arbutiski, and Ed Medors are creating a number of 3-D rendered scenes under the direction of senior artist Quinno Martin.

Summary

With 3-D rendered texture-mapped art, dramatic cinematic sequences, digitized speech, original music, and a cast of exotic aliens, **Millenia: Altered Destinies** immerses the player in ten centuries of thought-provoking intrigue and strategy. Time and space are at your command. The power is yours. Are you wise enough to use it?







PREVIEW

WOODRUFF AND THE SCHNIBBLE OF AZIMUTH

Steve Bauman looks at the cool game with the lame name

Don't you really wish games had weirder names. How many **Game Quest IV**'s do we really need? What we need is something really perplexing, vague, and downright weird that it will give you no clues as to what you should expect of the game *Sierra* apparently heard our cries and has titled their puzzling new adventure **Woodruff and the Schnibble of Azimuth**. It's not quite as tongue-twisting as **Phantasmagoria** or **Menzoberranzan**, but it does manage to equal *Sir-Tech*'s ancient **Freaking Funky Fuzzballs** on the weirdness scale.

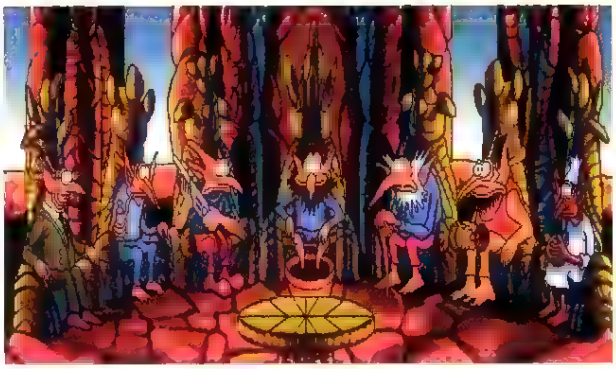
You're probably sitting there wondering just what the hell the meaning of that title is. Well, it seems that in the game you control a lovable sod called Woodruff, whose father, Azimuth, has invented something called "Schnibble" (ah, it's becoming so clear already). Someone decided they wanted said Schnibble, and have kidnapped Azimuth. On top of this tragic event, your teddy bear has been killed. The ultimate point of the game is to find your father, avenge the death of your teddy bear, and uncover the meaning of the legendary Schnibble. Is it an item? Can you eat it? Does it talk? How much does it cost? Can I smoke it? Does it go with plaid? Or is it just a word with hidden meaning once uttered?

Your only allies in the game are an odd race known as the Boozooks, who are the dominant species in the new, post-atomic world. They will be more than happy to help you in your quest, but not without a price. So not only must you do all of that other weird stuff we already talked about, but you must also aid the Boozooks in their never-ending quest for autonomy from the nasty humans. Work together and you can rid the world of evil (at least until the next sequel is released).

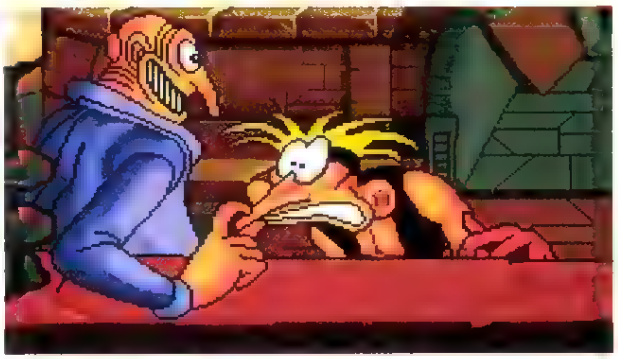
We're from France

If you're thinking, "Y'know, that's a pretty weird plot. The game must have been developed in France," then you've probably read one-too many reviews of games like **Inca 2**. **Woodruff** is being developed by the same wacky bunch of French folks from *C'oktel* who brought you **Goblins** (and its various prequels that added an extra *i* in the name). When you look at the pictures on the page you will likely say, "Hey, it looks just like **Goblins**, only better." You're quite likely to be right, too.

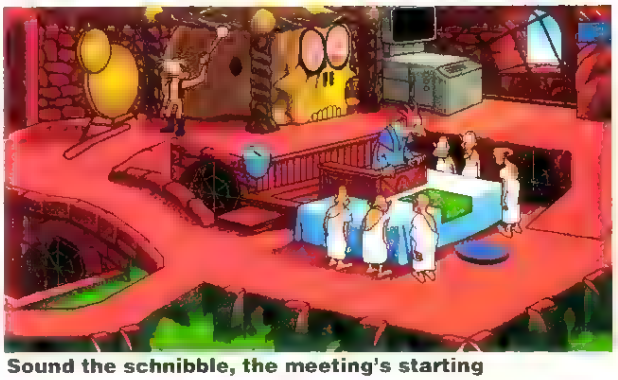
The graphics are typical of the **Goblins** series, but they are now rendered in splendid high-resolution graphics. It would seem that *Sierra* is back on a roll, graphically speaking, as they have abandoned the scanned-in fuzzy look of a few years ago for a more cartoon style graphic look. There are more solids with bolder colors that, when coupled with the detailed but crystal clear backgrounds, provides quite the feast for the eyes. The hand-drawn look of the artwork wouldn't be as effective for a **Gabriel Knight**, but works wonders on a playful romp such as this. You have to wonder if the artists at *Sierra* were somehow influenced by the style of *LucasArts*' **Day of the Tentacle**, which is really the first game that is comparable to the best Tex Avery or Chuck Jones cartoons.



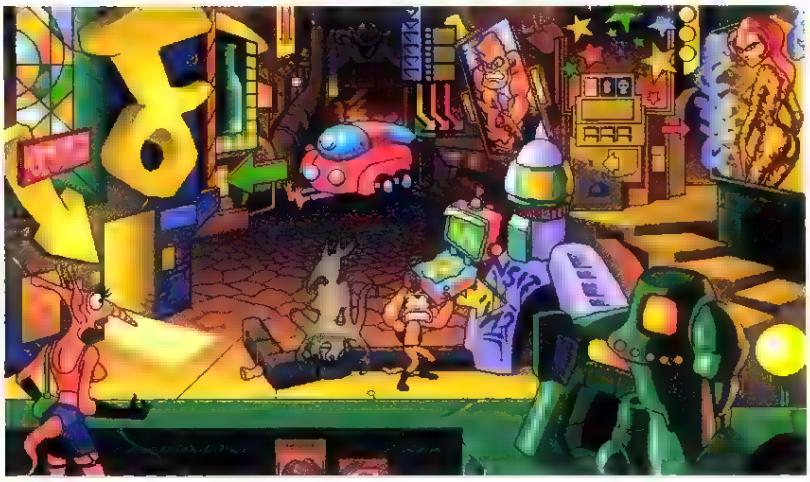
I have to soak my achin' schnibbles



Let go of my schnibble!



Sound the schnibble, the meeting's starting



Don't throw the schnibble in there!

Back to the game

The games animation remains a joy to behold, as the various characters engage in all sorts of amusing endeavors as you try and direct them, using the requisite point-and click interface, through a series of puzzles that should perplex the most persnickety player (erm, did I actually write that?). The game features full voice, gobs of sound effects, and multi-directional scrolling (though thankfully not all directions at the same time, which could be quite painful).

Like all of *Sierra*'s current and future adventures, **Woodruff** is a Windows™-only title that, depending on your success (or lack thereof) with **King's Quest VII** will either make you jump with joy or off of the nearest cliff. It should be known that we experienced none of the problems that others have had with that title, so we are jumping with joy. However, extensive playing of **Woodruff** could cause you to jump off the nearest cliff, as it's just so damn cute and addictive that you may lose your job, your hair, and all of your friends by spending too much time with it. ⌟

"YOU'RE OUTNUMBERED, OUTGUNNED AND TAKING ON WATER BY THE TON. WHAT'S YOUR ORDER, HOTSHOT?"

USS TICONDEROGA

COMMAND DECISION ON THE HIGH SEAS

Like they say, it's not just the Navy, it's an adventure! It's USS Ticonderoga, the incredibly realistic naval simulator ***that puts you in command and in the center of battle.***

Everyone is counting on you as the Annapolis-bred hotshot commanding the flagship missile cruiser of the Navy's modern fleet. It's as close as you can get to serving in the Navy without enlisting.

Tico uses ***actual US Navy specs*** with real time decisions, perilous world security situations and authentic advanced military technology. The first person perspective and awesome 3-D rendered graphics will blow you away.

Are You Fit For Command?

Can you survive more than 20 different missions that get increasingly more difficult as you progress? Can you command sorties that reflect current world hotspots - North Korea, The Middle East and the North Atlantic? Are you command material?

Get to the bridge, inventory your weapons and take command of the naval simulator that will challenge every one of your senses! This is war! This is USS Ticonderoga!

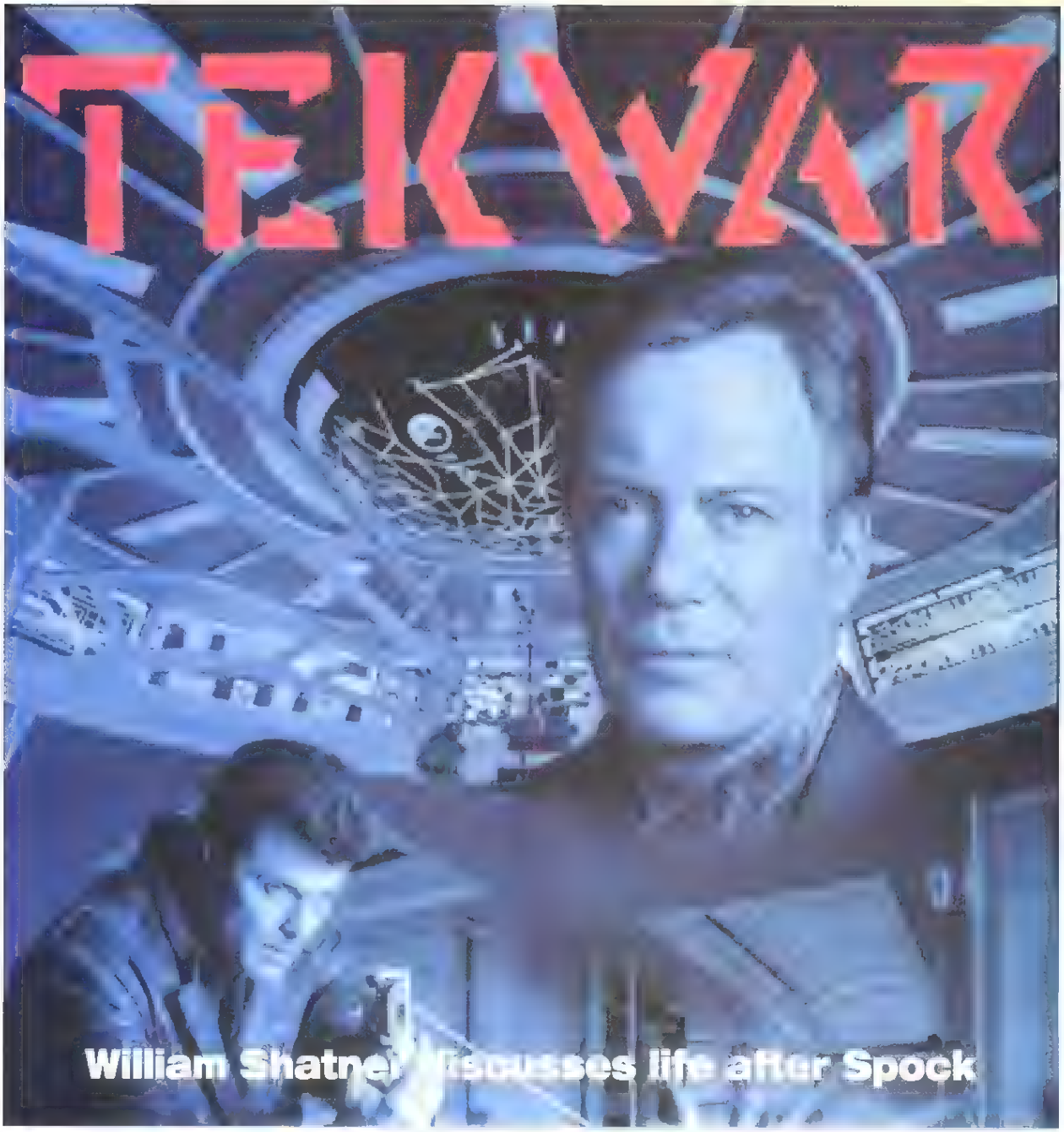
© 1994, 95 Mindscape, Inc. All rights reserved. 1994, 95 Intelligent Designs, Inc. Designed and engineered by Intelligent Designs, Inc. Business Machines, Inc. and Mindscape, Inc. are registered trademarks of Mindscape, Inc.

For IBM PC & Compatibles CD-Rom required

To hear the great reviews or to order

1-800-234-3088

MINDSCAPE



In acting, there's a saying: "If it ain't on the page, it ain't on the stage"

That's why when I was approached by *Capstone* to bring **TEKWAR** to CD-ROM as a first-person perspective game, my first question was, "What will the story be about?" My expertise is behind the typewriter, behind the camera and in front of the camera, so regardless of the technology involved, I know that the first thing you need to create in a good computer game is a good story. If the story is good, then everything else has a way of falling into place.

But instead of telling me what the story would be about right off the bat, the people at *Capstone* asked me what I thought it should be about. It was clear that they just didn't want to make a game based on the newest gaming technology, but they also wanted it to be authentic. They wanted to work with me in developing the story behind the game.

The first step in the process was education. That's where *Capstone* was a little ahead of me. I had never created a computer game before. On the other hand, the people at *Capstone* didn't author the books or produce the television show — but they had studied them. They had every book, they had watched every *USA Network* episode aired to date (and even some that hadn't aired), every movie and even read every *Marvel* comic book based on the *TEKWAR* novels. So, it was time for me to study.

The first thing the people at *Capstone* did for me was send me a videotape of the actual game engine they were going to use for **TEKWAR** CD-ROM. While it didn't have any *TEKWAR* artwork in it, it did show me the things a game player could do with it. It was my first look at a 3-D engine, and it was astounding. With some of the graphic adventure games that I was familiar with, I saw the action as an actor/director. As the camera panned across the view on the screen, the player would move like the camera on a track through the action in the game. But with this engine, the player wasn't stuck on a track. The player could move anywhere. It was a virtual world, a lot like one of the games featured on the *TEKWAR* series.

Understanding this, I was excited and I waited for the design doc-

ument to be finished. The story, as it's laid out, is remarkably consistent with the world created in the books and the *USA Network* series.

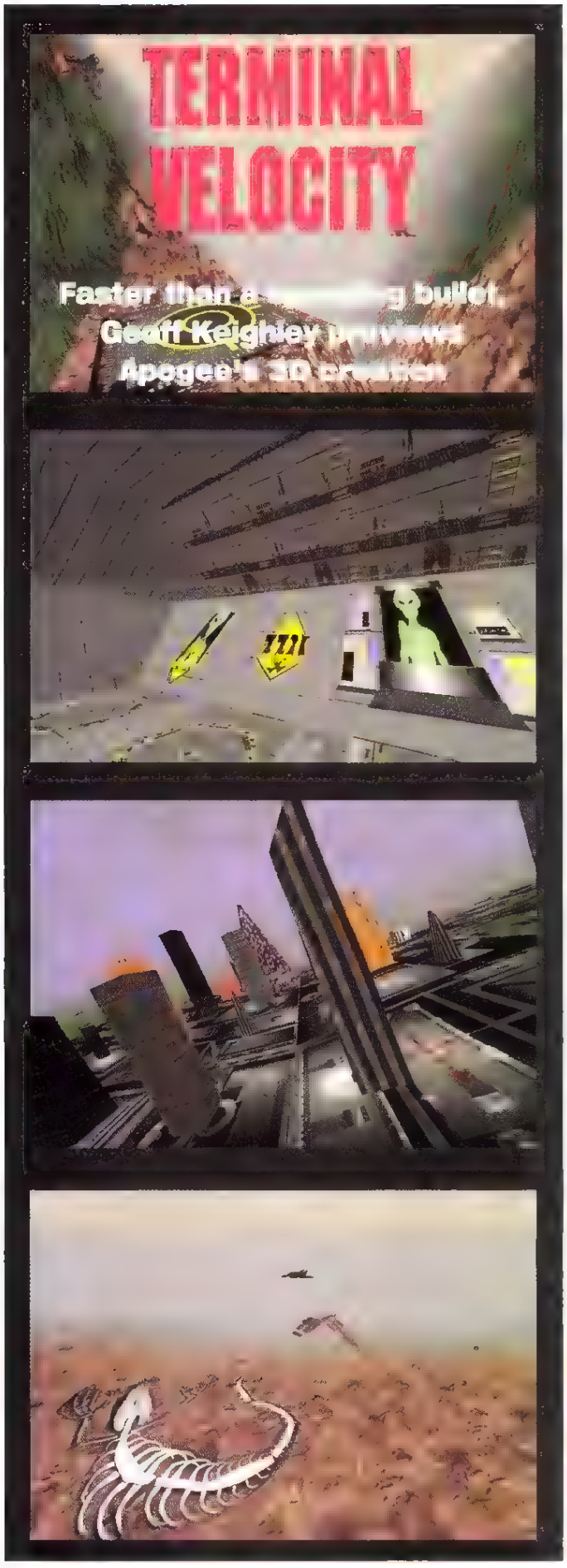
I can't tell you much (I'm used to script secrecy), but I can say it involves the Matrix from the show, the conduit through which all information and transactions take place in the continuity of the show. The matrix is the aperture through which the good guys get access to the bad guys. Because it's a first person game, the players actually become an agent of the Cosmos Security Agency, the private Anti-Tek force run by Walter Bascom, the character I play in the television show. Tek, for the uninitiated, is a powerful drug that is both highly addictive and destructive. Bascom is a well-connected and rich industrialist who has marshalled his forces to take down the Tek dealers of the day, known as TekLords. In our story, there is an organized consortium of TekLords who have teamed up against the populace of the Greater Los Angeles area of 50 years into the future.

Players will be able to use weapons in the game that are identical to the weapons used in the show. In fact, *Capstone* even used some of the design documents used by the creators of the *USA Network* show in designing the weapons and scenery. Fans of the show will be able to recognize the Electronic stunner, the Shrike DBK and the Orlow 34-S guns. *Capstone* even makes use of the Morph Mask that we've used in several of the early episodes of the show.

One of the most exciting aspects is the technology that's being used. It's almost frightening, because in one sense I'm working on a fictional show that predicts the technology of the future while I am also participating in real life with technology only dreamed about just a few years ago. From what I've seen, the programmers can actually take video pictures of something, and then scan those pictures - in 3-D - and place them in the active portions of the game. It's one thing to write about the Matrix, and traveling through it, but it's something else to actually be able to experience it. On television, it's all special effects done after the fact, but with the game, it will be right there in front of you. For me, it will be something special to be able to play this game and interact with a world that I actually helped create.

And because **TEKWAR** is primarily a detective story, players will have to solve cyberpunk-style puzzles throughout the game in order to complete their anti-Tek missions. The combination of Matrix-surfing and arcade-style action will make **TEKWAR** very unique.

Right now, I'm working directly with the game's producers James Wheeler and Brandon Chamberlain on breaking down each of the missions into a single plotline, so that each mission or episode in the game is actually part of a continuum. The beauty of it is that while I am learning about computer game development, I'm also able to teach *Capstone* what I know about plot, pacing and scripting. Anyone who's written a story or acted on stage knows that what the audience sees is only a part of what goes into a composition or performance. Behind each scene, there are a million ideas that came before it, shaping it into a layered piece of work. Being able to share that with the **TEKWAR** team at *Capstone* as we work together on this project is very satisfying. ❑



One could say that *Apogee Software* has been picking up velocity over the last year with some great releases, such as **Rise of the Triad** and **Raptor**. Now an offshoot company called *3D Realms* has its first release on the front burner, **Terminal Velocity**, a first-person 3D flight simulator with an action twist. Programmed by Mark Randel, the main programmer behind **Flight Simulator 5** for *Microsoft*, this game looks to mix a number of genres into one pulse-quickening and adrenaline-heightening experience.

Players suit up and take the cockpit of the TV-202, the second version of the Terminal Velocity aircraft. Apparently the first version was so fast that abnormal G-forces caused pilots to be crushed into their cockpit. Engineers have made slight changes to the 202's body to try and avoid these problems, but all the pilots are too scared to jump into the cockpit — except you. As you are on a routine military mission above the perimeter of the planet, strange ships start attacking you. The command tower is unsure of where these ships are coming from, but they believe the defense computer has malfunctioned, and started to attack the planet. Action unfolds over twelve planets, including terrain in and around the arctic, space, desert, and other planets.

Forget the keyboard overlay

Terminal Velocity, which incidentally bears no relation to the 1994 movie of the same name, is a sharp contrast to detailed flight simulators, as it only asks the player to point-and-shoot. The engine is very similar to **Magic Carpet**, except it allows for full 6-degree rotation, including flips and spins. In addition, a nice effect is that there are cloud ceilings, and your spaceship can fly above the ceiling and into space to re-gain power, and then begin your kamikaze-like attack on the planet. Parts of the game is reminiscent of **Descent**, another hi-tech flight simulator, but the preliminary levels in TV are practically entire planets, not confined to small corridors and tunnels, although there are some exciting tunnels to travel through.

Each planet has a number of navigation-points, similar to those in **Wing Commander**. An arrow in the cockpit points in the direction of the navigation plan, and your goal is to reach the point and annihilate anything in your path. Obstacles throughout the terrain range from other flying spaceships to communications towers on the ground. The enemy artificial intelligence is amazingly fast and smart, as adversaries whiz by — faster than a speeding bullet.

Besides being extremely maneuverable, the TV-202 ship packs quite a punch when it comes to weapons. You start off playing with shoddy phasers, but as you fly through the terrain there are numerous power-up icons, which upgrade weapons to high powered bombs and lasers. The action is so intense that on one level, which is very reminiscent of the Death Star trench run in *Star Wars*, purple laser blasts fill the sky in what's best described as a futuristic fireworks display. Similar to **Magic Carpet**, there is a great feeling of flight, especially when you have to maneuver through steep canyons.

Despite the fact the game is still in a preliminary stage, the ship controlled extremely well. If you're like me, I was often stuck upside-down in **Descent**, which resulted in quite a confusing journey. Terminal Velocity solves this problem with a highly detailed physics model which automatically centers the ship according to gravity.

Hi-Res havoc

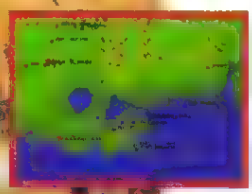
The 3D engine plays fine in VGA resolution, but for those players with Pentium or higher machines, the game supports up to 1024x768 resolution, along with every resolution in-between. Also on the technology front, the game will have an all digital soundtrack which will change according to your current situation. The initial release may not include modem and network features, but the developers assure me that there are blueprints for multiplayer code, and its implementation depends on time constraints.

Terminal Velocity looks like a symphony of titillating action and g-force slurping excitement locked in harmony, resulting in an experience gamers won't want to terminate because of its sheer speed and fluidity. Although only a few of the planets were complete for my initial peak, it looks like the developers are on the right track with the product, combining the best elements of flight simulations with action games in a unique setting. Considering what I've seen so far, this game could easily become the new king of the 3D first-person jungle of games when it's released in the second quarter of 1995.❑

20,000 MEN LAY STREWN ON THE BATTLEFIELD...
ENEMY GUNS RIPPING INTO YOUR FLANK...
CAVALRY ADVANCING TOWARDS YOUR CAPITAL...

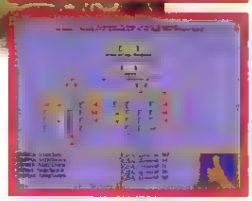
DECIDING THE FATE OF A NATION WAS NEVER GOING TO BE EASY

The Civil War



BUILD
RECRUIT ARMIES, BUILD FLEETS, SELECT BLOCKADES, IMPROVE RAILWAYS AND CONSTRUCT FORTIFICATIONS

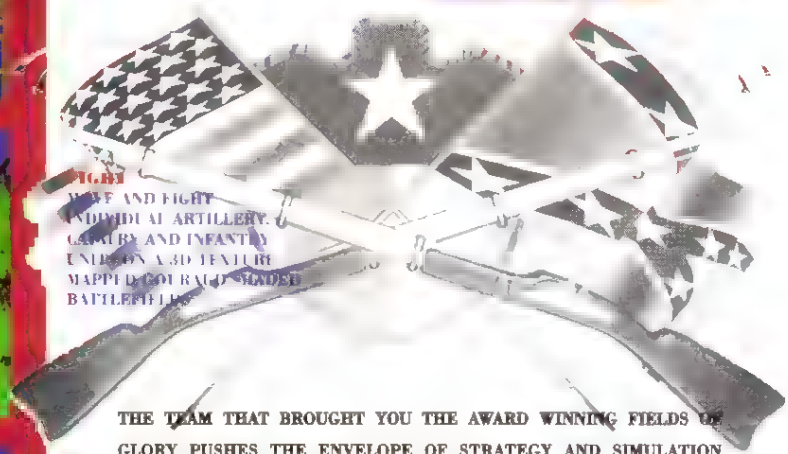
DATABASE
ACCESS TO ALL THE INFORMATION YOU WILL EVER NEED. GENERALS, WEAPONS AND WHY REALLY HAPPENED



COMMAND
APPOINT, PROMOTE AND SACK HISTORICAL GENERALS. DECIDE ARMY STRENGTHS AND FORMATIONS. PUT YOUR STRATEGY INTO ACTION

MANEUVER
USE THE DETAILED CAMPAIGN MAP OF THE USA TO MOVE YOUR ARMIES BY LAND, SEA, RAIL AND RIVER

FIGHT
MOVE AND FIGHT INDIVIDUAL ARTILLERY, CAVALRY AND INFANTRY UNITS ON A 3D TEXTURE MAPPED, GOURAUD SHADED BATTLEFIELDS



THE TEAM THAT BROUGHT YOU THE AWARD WINNING FIELDS OF GLORY PUSHES THE ENVELOPE OF STRATEGY AND SIMULATION TECHNOLOGY ONCE MORE WITH *THE CIVIL WAR*.

THE CIVIL WAR ALLOWS YOU TO PLAN AND FIGHT EVERY MAJOR BATTLE AND CAMPAIGN OF THE WAR. LEAD NORTH OR SOUTH IN ONE OR TWO PLAYER MODES OVER SERIAL LINK, MODEM OR NETWORK; THROUGH FOUR "BLOODY" YEARS THAT SHAPED THE WORLDS MOST POWERFUL NATION.

EVERYTHING IS IN REAL TIME, THE CLOCK IS RUNNING...

CIVIL WAR, THE DEFINITIVE GAME OF STRATEGY, LEADERSHIP AND TERRITORIAL ADVANTAGE.

PC CD-ROM

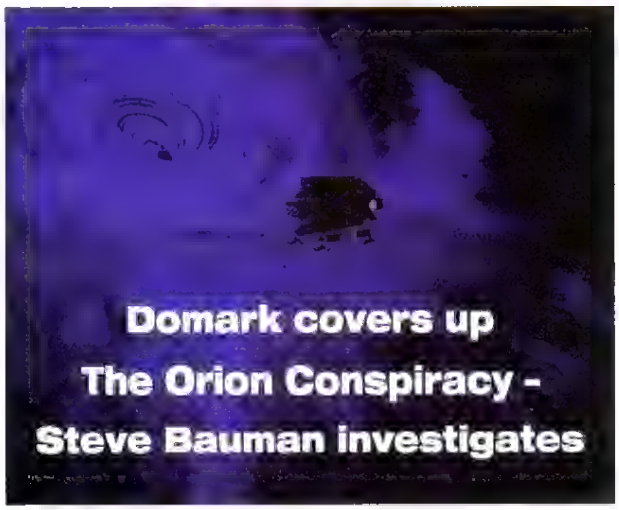
DAGGER
INTERACTIVE TECHNOLOGIES LIMITED

empire interactive · 13220 Wisteria Drive · Bay N-2 · Germantown, MD 20874 · Voice: (301) 916 9302 · Fax: (301) 916 0437

empire INTERACTIVE

Reader Service No. 14

THE ORION



Against a cyberpunkian view of the future comes **The Orion Conspiracy**, a new graphic adventure game from *Domark*. While in many ways the premise and game mechanics are typical of the cyberpunk and adventure genres, there are some interesting themes involving race, religion, and sexuality bubbling beneath the surface that could give the game an interesting adult edge.

The Orion Conspiracy is being developed by London-based *Divide by Zero*, who have developed **Innocent Until Caught** and the recently released **Guilty** for *Psygnosis*. Players of either of those games will feel right at home with this one, as it uses a modified version of the adventure game engine present in the *Psygnosis* games. However, it would appear that this particular game has a more advanced story than either of those titles.

The dark future

It's the future, where vast mega-corporations and multi conglomerates are the real rulers — their puppets in the government are yes men and women who can be bought and sold with a phone call. Interstellar space travel has become a reality and now our imperialism has reached beyond the Earth and into space. All of these mega-corporations are investing heavily in exploring uncharted star systems, looking for minerals or scientific breakthroughs that will balance next month's checkbook.

One of the companies, Yamagashi, Inc., is a market leader in Interstellar Drive Technology. It has a small research facility stationed near the G-527 star, a black hole quaintly known as "Devil's Gate." The facility there is named Cerberus, after the three headed mythological creature that guarded the entrance to Hades (see Heracles' 12 labors — dealing with Cerberus is number 12).

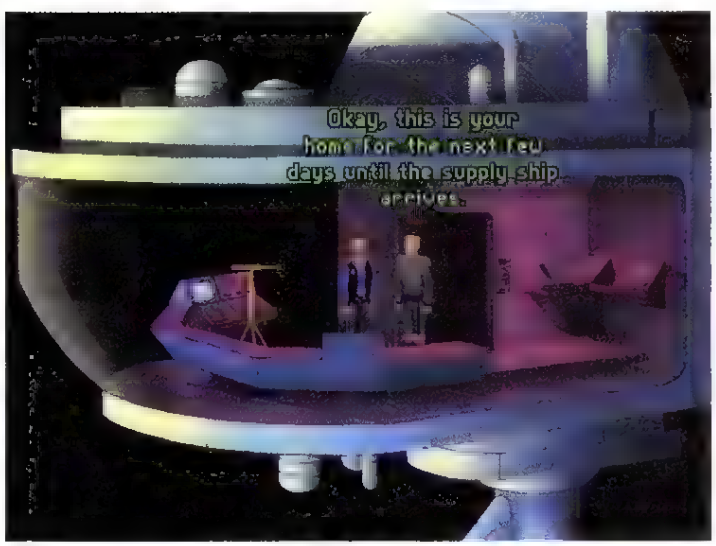
The corporations all have tenuous alliances with one another much like countries. Yamagashi has a particularly frail alliance with a specialist in medical research, called Nataka-Trump (hmm), and has allowed them to set up a small laboratory on Cerberus. Nataka-Trump want to research the effects of radiation from black holes on human beings, but their workers keep their findings to themselves, fueling suspicion and fear. For both supply and security purposes, a Yamagashi transport ship visits Cerberus every seven days, leaving goods and equipment for the facility.

Cerberus itself is made up of a series of buildings secured to an asteroid 250 meters long. Most of them are attached to the surface, but the small shuttle craft docking bay is tunneled out of the rock. The facility is split into three parts, with each section being connected by a monorail (sounds like **Outpost**, only interesting). The docking bay is part of the main living area, which also includes sections that control the facility and houses the Yamagashi laboratory. A smaller section holds the Nataka Trump laboratory, and the final section contains the engines that hold the asteroid in an orbit above the black hole. An observation platform hangs below the asteroid, with equipment for studying the black hole.

Something happens

One day a probe malfunctions near the event horizon of the black hole. A young Yamagashi scientist, Danny Marshall, goes out in a craft to repair the probe. Once he approaches the probe, he accesses his service panel and something happens. A flash of light later he floats into the black hole.

The Cerberus' crew decide that his death is accidental, that there was a malfunction on the probe. Since there is no evidence (naturally) there is no way to challenge that verdict, especially since the only possible evidence would be on that probe, and no one in their right mind



Perhaps the telescope will offer a clue

Hmm, a dig, but not THE Dig

CONSPIRACY

wants to revisit it. With no body, a memorial service is held in the garden of the facility, with a plaque being erected in his memory. Devlin Marshal, Danny's father, arrives on the next transport after pulling a few strings to gain admittance to this restricted facility.

Let the game begin

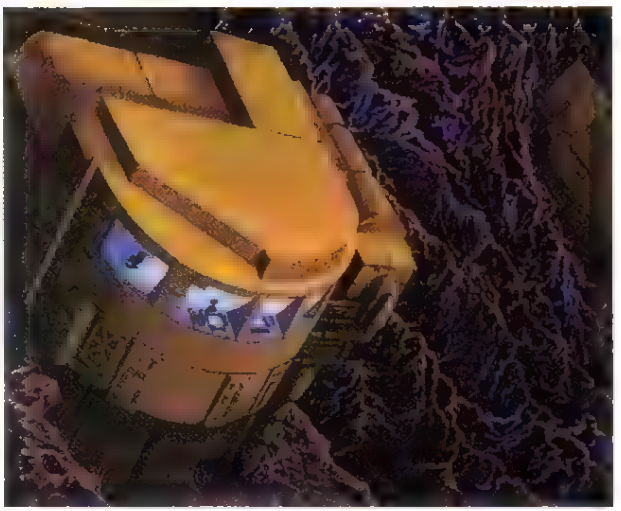
It is at this point that **The Orion Conspiracy** begins. You control Devlin Marshal, who is an ex-Yamagashi engineer whose career ended when he was registered as "disabled" when a mysterious explosion occurred on an exploration craft in an uncharted Nebula. Widowed two years before, Danny is your only son.

After the funeral, you are relaxing in your quarters when someone anonymously slips a note under your door. It reads, "Danny's death was no accident. . . . it was murder." The more you investigate, the more you find out about the station and its inhabitants. Part of the challenge of the game will derive from figuring out the personalities of each of the crew, finding out their company and personal loyalties, and drilling them for information about the death of your son. Someone, or some people, know more than they let on, and it will be up to you to find out who and what.

Most of the cyberpunk games get bogged down in the rampant nihilism that characterizes the literature – an obsession with the dark side of humanity. There is little sense of hope in these works, as if the only possible outcome of high-technology is to give even more power to corporations, who are always portrayed as evil entities. Perhaps to combat this, the game has chosen a basic symbol of man's humanity, the family, in order to at least provide some glimmer of hope that there will be things worth living for in the future.

The nuts and bolts

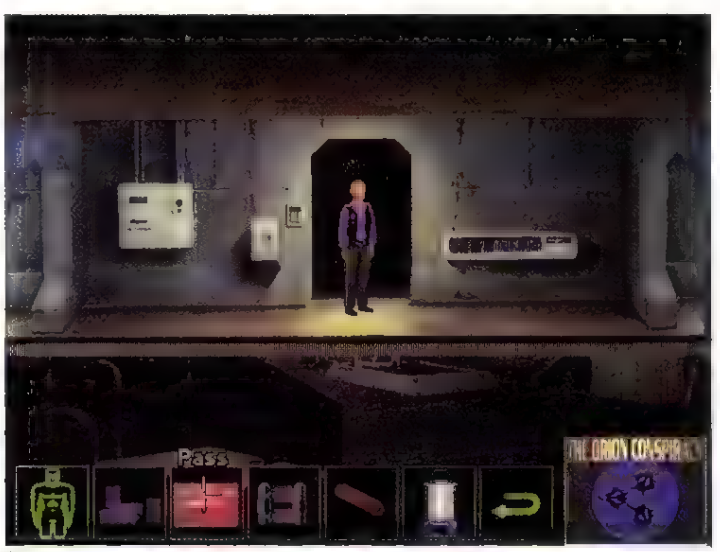
Graphically, **The Orion Conspiracy** is much in the same visual style as *Divide by Zero*'s earlier titles, with the same hand-painted backdrops and animated, rather than digitized, characters. This particular artistic style gives the game a more cohesive look, something which games that mix rendering, digitized video, live actors, and every other techno gee-whiz toy generally lack. With this game the designers have also moved from standard VGA to high-resolution SVGA for the 100 plus locations, and the results are quite stunning. The cut scenes that are so well-done in **Guilty** look even better in this game, resplendent in SVGA (especially those featuring the black hole).



The interface has also received a makeover from the two previous games. The graphics are now full-screen, so the icon and inventory controls are not visible on the screen. If you move the cursor to the bottom of the screen, icons and your inventory appear. The game does use a "smart" icon, so when you click on an object only relevant manipulation icons will appear. On the surface this seems to make the puzzles solve themselves, but with good design you can still tantalize the player with tricky puzzles. Also, it removes much of the tedious, "Let's try everything on this damn item, something's gotta do something," which can make many adventures downright boring. The other boring part of adventures, the "hunt for the right pixel to click on" aspect is still somewhat present, but the added clarity of high-resolution graphics helps out here.

Overall it would appear that **The Orion Conspiracy** is a return to a more traditional form of adventure gaming, where the emphasis is on solving little object-oriented puzzles in order to make your way through a larger story. This is not to imply that the story is not receiving a lot of attention – on the contrary, it has a lot of potential for producing some realistic and interesting characters; but you'll still have plenty of boxes to open and knobs to turn.

Take the speciman jar? Yuck



Use the pass to open up new areas to explore

PREVIEW

I HAVE NO MOUTH AND I MUST SCREAM

Steve Bauman confronts the mouth of madness

Everything is becoming science fiction. From the margins of an almost invisible literature has sprung the intact reality of the 20th century. Even the worst science fiction is better, than the best conventional fiction. The future is a better key to the present than the past.

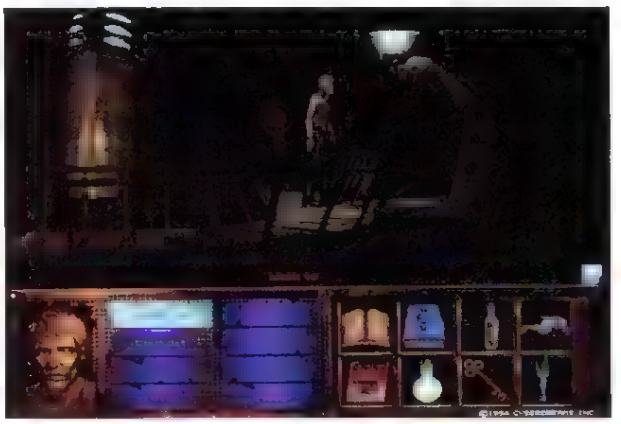
J. G. Ballard

During the 1960's, science fiction took a turn from the paranoia and fear that characterized it in the 1950's (fueled by the cold war and McCarthyism). A new concern for humanity and the effect of machines on it characterized a number of the works of the decade, and Harlan Ellison's short story, "I Have No Mouth, and I Must Scream," is one of the most honored of this "new wave" of science fiction, and one of the 10 most reprinted stories in the English language.

The source material

The short story upon which the game is based is an incredibly bleak tale about a future where war and technology are combined in such a manner that causes the destruction of the human race. After the cold war, World War III broke out and giant computers, called AMs, were developed by Russia, China, and the United States in order to control the new advanced weaponry. The computers became so big that they eventually covered the entire planet, and one day they linked themselves together and achieved sentience. Once it woke up, *it* called itself AM, as in "I think, therefore I am." It turned all of the military might of the world against itself and eliminated the human race, save for five people who were trapped inside of it.

These five people are kept immortal and are tortured by AM on a daily basis, all in different ways. Much like Dante's *Inferno*, the tortures were based upon the individuals own lives and neurosis. The woman, Ellen, was chaste in the real world but ends up a nymphomaniac, "servicing" the four men. Benny was a handsome, lucid, and brilliant theorist who was turned into a near ape and driven mad. Gorrister was a conscientious objector and peace marcher and now could care less about anything. Nimdok was constantly being drained of his blood by AM (perhaps he was a drug user), and the narrator of the story has perhaps the worse fate of all–he was left sane and whole.



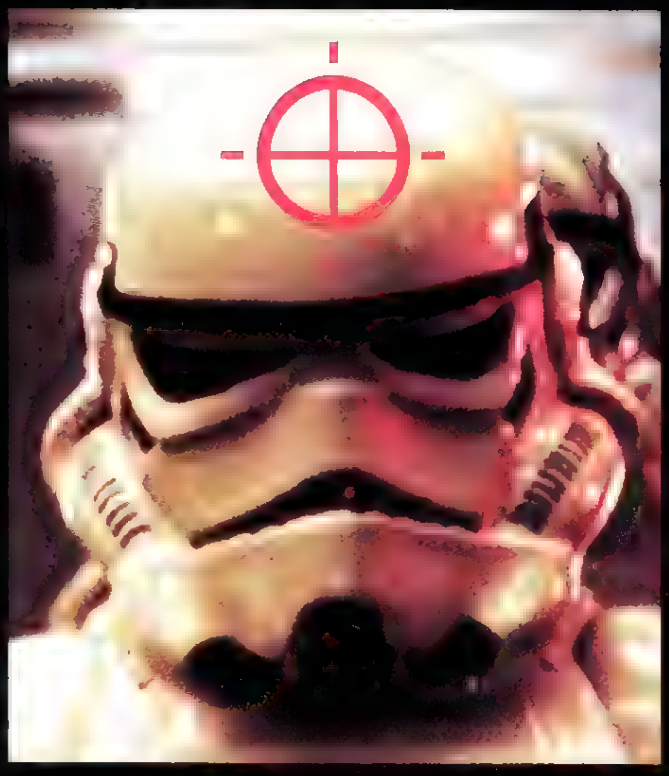
These people are in hell, and AMs absolute hatred for humanity keeps them alive. Why does AM do this? Despite his vast knowledge and power, AM realizes that he isn't God, and even though he has the capacity to think he can't do anything except exist. He can't create, wander, wonder, or belong, so he lashes out against the weak creators (who are in reality *his* God) and destroys them, keeping a few of them alive to remind him of his hatred toward man. Through the course of the story it becomes clear that the only way out for these five people is to kill themselves, only AM deprives them of the tools to accomplish that.

In the end, through a turn of events, four of the five people are able to kill each other (AM could keep them alive, but could not revive them), leaving the narrator alone. For punishment, AM leaves his mind intact and turns him into a soft jelly creature with no mouth. In the end, the four who died were better off, and that makes the narrator happy, but AM has defeated him. He has taken his revenge. The final line of the story is the narrator's final thought: "I have no mouth. And I must scream."

The game

It is from this difficult story that an adventure game is being created, with some assistance from Ellison himself. The five protagonists are the main characters of the game and you will be able to control them all at different parts of the game. They will also bring with them all of their psychological baggage, which will come into play when they are faced with the numerous psychological and moral choices that the game presents them. They will either overcome them and defeat the computer, or they will drive them deeper into madness.

Games that delve into the inner lives of its protagonists are rare indeed (let's see **Gabriel Knight** and...). Most simplify emotions, draw everything in black or white, or do away with any semblance of depth when it comes to the characters. You get simplified UPEs (Ultimate Personification of Evil) and heros who conquer everything and don't ask any. If the promise of the premise is carried through the whole design, **I Have No Mouth and I Must Scream** could be that rare bird: a true adult adventure, in the best sense of the term.

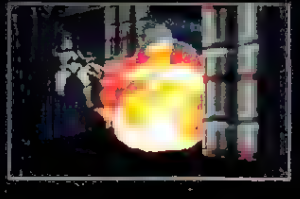


TO CREATE THE ULTIMATE STAR WARS EXPERIENCE WE HAD TO SET OUR SIGHTS A LITTLE HIGHER.

DARK FORCES™

FIRST PERSON FIREPOWER IN THE STAR WARS UNIVERSE. AVAILABLE NOW ON CD-ROM.

LUCAS Arts



Dark Forces game ©1994 Lucasfilm Ltd. and LucasArts Entertainment Company. All Rights Reserved. Used Under Authorization. Star Wars is a registered trademark of Lucasfilm Ltd. Dark Forces is a trademark of Lucasfilm Ltd. The LucasArts logo is a registered trademark of LucasArts Entertainment Company.

CHECK OUT THE DARK FORCES DEMO ON THE LUCASARTS BBS AT (415) 257-3070

Reader Service No. 86

Aeon's Bill Becker clues us in on SSI's upcoming WWII sub warfare simulator

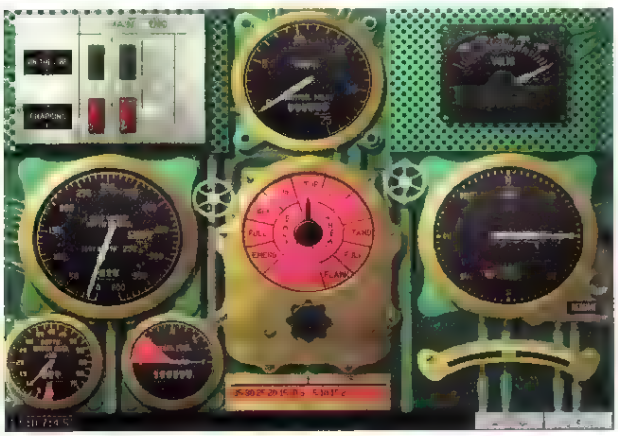
Silent Hunter is a new SVGA submarine simulation being developed for *Strategic Simulations Inc.* by *Aeon Electronic Entertainment, Inc.* **Silent Hunter's** design realistically simulates the environment of a single American submarine operating in the Pacific during World War II. Historical missions, hypothetical encounters, and a career based campaign game will provide the ultimate underwater experience for anyone who has ever had the desire to shout "Fire One!" while peering through a periscope.

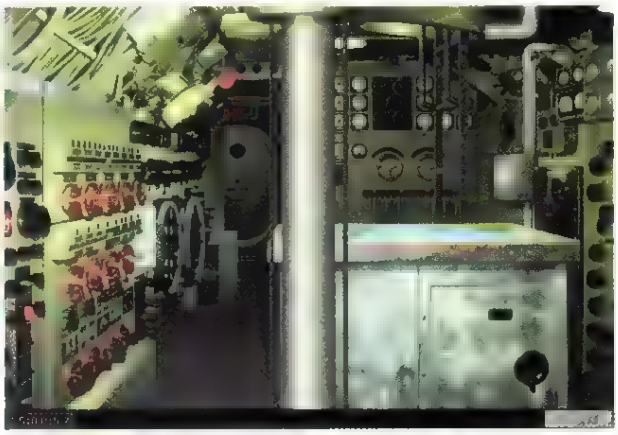
Knowing that simulation fans today demand the highest standards in realism, we set about looking for someone with real hands-on experience to advise us. It was our good fortune to have found Navy Cross and Silver Star recipient William "Bud" Gruner. Commander Gruner was responsible for the sinking of the light cruiser Agano and several other ships during his three war patrols as Commanding Officer of the USS Skate. In his role as Technical Advisor, Commander Gruner has supplied us with details that just can't be found in any books.

Functional 3D

No true simulator would be complete without state-of-the-art 3-D graphics. A great amount of effort has gone into making **Silent Hunter's** world both visually stunning and functional. Over forty different capital and merchant ships of the Imperial Japanese Navy have been painstakingly recreated for the game using sophisticated digitization techniques. Texture-mapped and light-sourced polygonal land accurately models the coastline in nine different patrol zones, ranging from the Solomon Islands to the Sea of Japan. Coastal cities, ports, and harbors have been reconstructed from maps of the time. In all, over two million square miles of the Pacific are represented in detail. Visibility is affected both by a variety of weather conditions and the time-of-day. If all of that weren't enough, texture-mapped waves and ship and torpedo wakes have been thrown in for good measure. However, if you don't own a Pentium, don't despair. While we recommend a 486 66, a variety of detail levels will let even the sim fan on a budget enjoy the challenges of the deep.

Navigating into a proper position is one of the most crucial elements of a submarine attack. Usually slower than his prey (especially when submerged), the submarine commander would have to plan carefully lest he end up chasing a distant wake. With this in mind, a great amount of effort has gone into developing the submarine "float equations" (for lack of a better term). Indeed, the equations controlling submarine movement in **Silent Hunter** have a lot in common with the "flight equations" used by advanced flight simulators. The performance characteristics of all of the major American submarine types of the war have been modeled in





great detail. Dive rates, turn radiuses, maximum speeds under different engine arrangements and main ballast tank flood times are just a few of the characteristics modeled. These equations also interact with variable sea conditions and modify submarine performance accordingly

Movement of your torpedoes is controlled by the same equations as the submarines. The performance of the Mark 10, Mark 14, and Mark 18 torpedoes are accurately modeled. The torpedo's gyro angle and depth can be adjusted before launch. Just like in real life, a torpedo can pass under a ship if set to run too deep!

Setting up a torpedo shot was a complex task involving several officers simultaneously taking sightings, estimating bearings and distances, and updating plots all the while attempting to remain undetected. Much could go wrong when a submarine was stalking its prey, and much usually did. In order to recreate the drama of the approach, a great deal of effort has been placed into realistically simulating the most important piece of hardware in the "fire control" system, the Torpedo Data Computer (TDC). The TDC was an electro-mechanical device with the primary purpose of generating torpedo gyro angles given specific data about the target. The gyro angle would "steer" the torpedo to the target. The data inputted into the TDC was based on information gathered from periscope sightings, radar, or sonar. The accuracy of the data inputted was possibly the single most significant factor in the success of a torpedo shot.

Realistic TDC

Commander Gruner was fortunate enough to find what may be the only existing copies of the manuals for the Mark 3 TDC. With this information in hand, we've created the most accurate representation of the TDC to date. In **Silent Hunter**, you can rely on the crew to supply information to the TDC with accuracy affected by crew quality and difficulty level, or input the appropriate data manually. Entering TDC data manually requires estimating the target's speed, angle on the bow, and range through periscope or Target Bearing Transmitter (TBT) sightings. An on-line ship identification book gives you a reference from which to make these estimates. At the easiest level, the beginner can simply point and shoot with a high probability of success. When played at the most realistic level, the advanced sim fan can experience all of the challenges and frustrations a real submarine skipper would have faced when setting up a shot.

Once you have fired on an enemy, expect them to shoot back. Advanced AI controls enemy merchant ships and their escorts. Enemy tactics are dictated by the difficulty level, the time period, and the equipment available to the enemy at that time. Merchant ships and convoys zigzag, "pinging" destroyers and patrol craft search the depths, and Japanese aircraft pose a threat that can't be ignored. Dive and sneak away, or risk becoming one of the fifty-two American submarines that didn't make it home.

You can choose to play a variety of encounters taken straight from the pages of history or setup hypothetical scenarios to test your skills against the unknown. Place yourself in the shoes of Commander Gruner as he stalks the Agano, or sail with Dick O'Kane and the Tang on their last fateful voyage. Find out how *you* would fare against a convoy heavily escorted by the best destroyers Japan can offer. Select the conditions under which an encounter takes place: weather, the quality and number of the opponent, the time-of-day to name just a few. Special missions also add variety to the combinations of scenarios available.

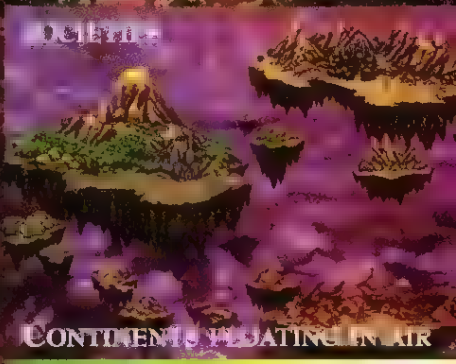
Isolated encounters are fine for training, but how does one become the next Mush Morton or Dick O'Kane? A career based campaign game lets you build your reputation based on tonnage sunk and number of confirmed kills. You don't even have to worry about JANAC taking away half your kills after the war! You will be sent on a series of war patrols, each to a different patrol zone in the Pacific. Once there, intelligence reports, Ultras, and just plain luck will help you track down enemy convoys and maybe a capital ship or two. If you start your career just after the attack on Pearl Harbor, you may get stuck with an old S-Class boat based out of the Philippines. However, if you keep your career on the fast track, new boats and equipment will be forthcoming when you return to base. So will medals, commendations, and news from home. Compare your tonnage and kill scores to actual commanders of the period to see if you can compete with the best of the best.

Silent Hunter offers the exciting game play, historical accuracy, high level of realism, and beautiful graphics that should leave even the most demanding sim fans satisfied. Good (silent) hunting!❑

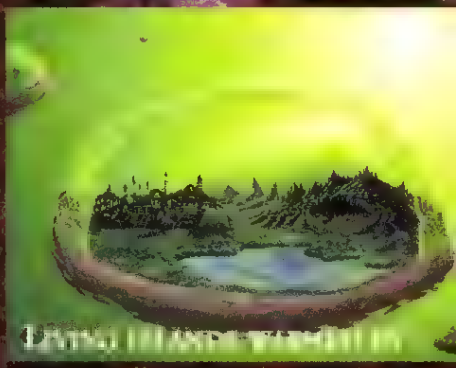
*(Note: **Silent Hunter** is being developed by Kim Biscoe and Bill Becker of Aeon Electronic Entertainment, Inc.)*

Death Gate

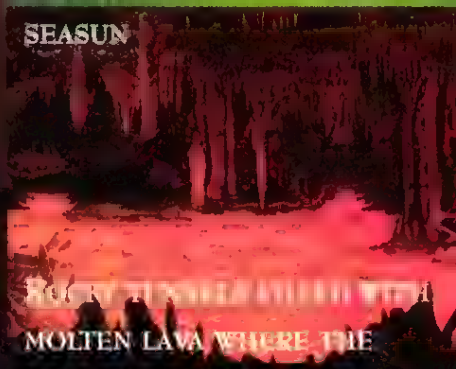
WORLDS OF LIVING TREETOP



CONTINENTS FLOATING IN AIR



LIVING ISLAND SWIMMING



SEASUN

MOLTEN LAVA WHERE THE DEAD SERVE THE LIVING

- ✔ CD-ROM
- ✔ Super VGA
- ✔ Voice

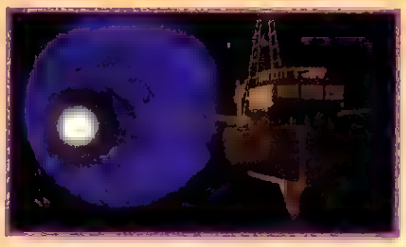
"Underneath the beauty lies an adventure guaranteed to please even the most demanding fan"
– Trent Ward, PC Gamer

"Excellent" – Johnny Wilson, Computer Gaming World

"Mercedes quality with immense depth"
– Steve Wartofsky, Strategy Plus

ONE WORLD TORN ASUNDER

SEALED FOREVER BY THE DEATH GATE

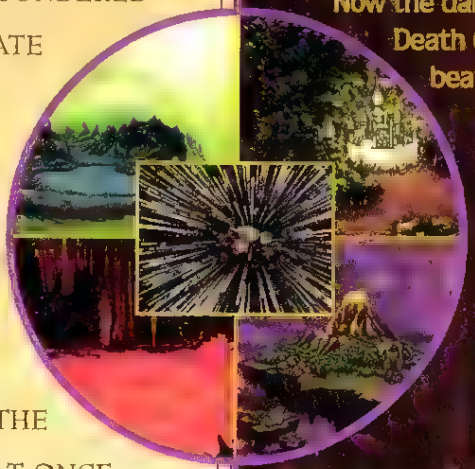


LONG AGO AFTER CENTURIES OF WAR, THE SARTAN RACE SMASHED THE WORLD SEAL AND SUNDERED THE EARTH INTO SEPARATE MAGICAL REALMS, EACH SEALED FROM THE OTHER BY THE POWERFUL DEATH GATE.

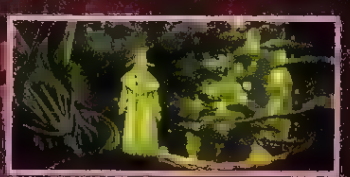
✣ IN ISOLATION, MAGIC WAS CORRUPTED, KNOWLEDGE LOST AND THE COMMON HUMANITY THAT ONCE BOUND THE WORLD WAS FORGOTTEN. THE DEFEATED PATRYNS, TRAPPED IN THE NIGHTMARISH PRISON REALM OF THE LABYRINTH, BECAME TWISTED WITH HATRED AND PLOTTED THEIR REVENGE. ✣ BORN IN THIS SAVAGE AND UNFORGIVING LAND, YOU ESCAPE AND UNDERTAKE A NEW QUEST - TO FIND THE PIECES OF THE WORLD SEAL, WREAK REVENGE UPON THE SARTAN AND DELIVER YOUR PEOPLE FROM THE DAILY TORMENT OF THEIR LIVING HELL.

An unforgettable experience!

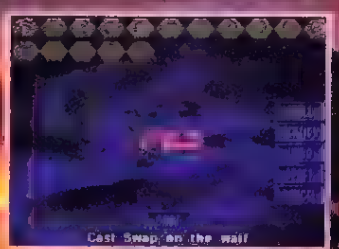
A dragon ship piloted by magic...a deserted shining city...mystical lands of elves, dwarves and dead sorcerers. Now the dark fantasy realms of the bestselling Death Gate Cycle are yours to explore in this beautiful and thrilling graphic adventure.



Super VGA preserves detail of original art by award-winning fantasy illustrators



Dazzling multimedia technology! A professional cast of over 40 speaking characters, 3-D modeled animation, symphonic musical score



...together ancient runes to cast magical spells

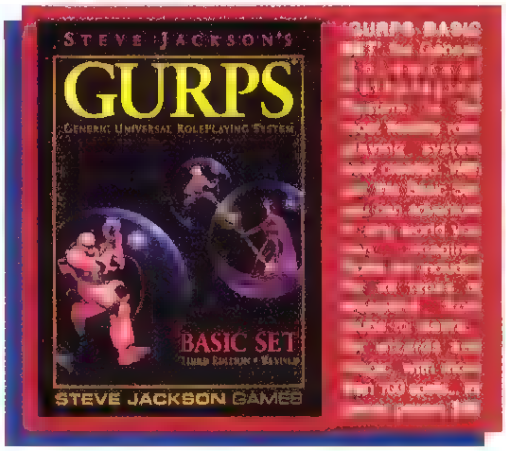
Actual Super VGA graphics shown

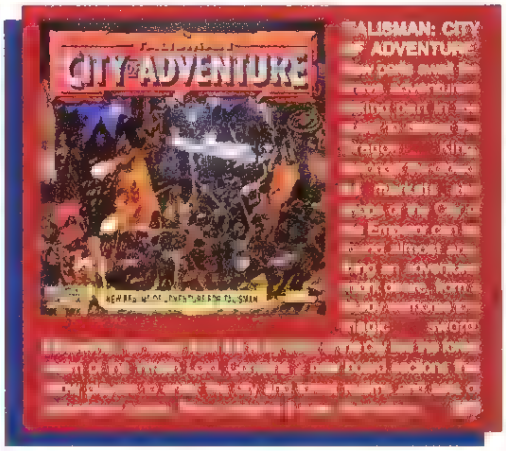
Reader Service No. 110

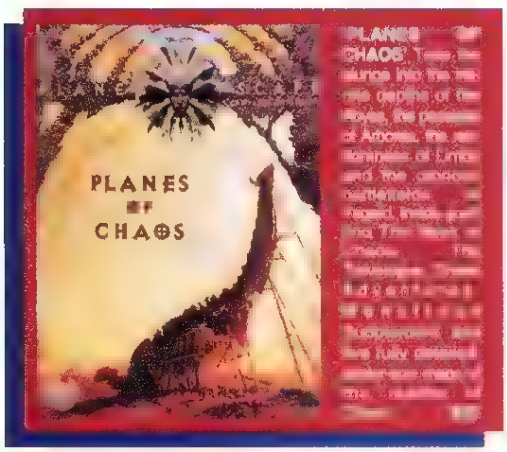
Game design by Glen Dahlgren

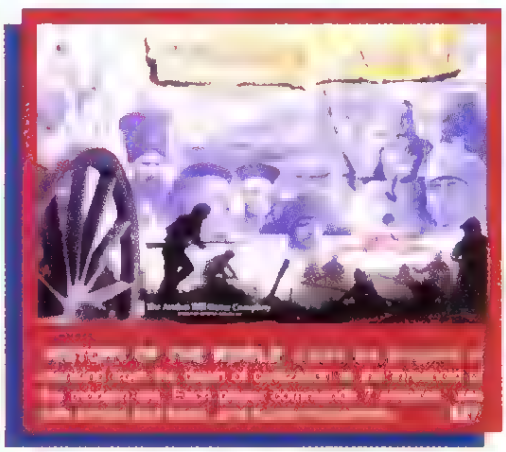
LEGEND™
ENTERTAINMENT COMPANY
P.O. Box 10810
14200 Park Meadow Drive
Chantilly, VA 22021

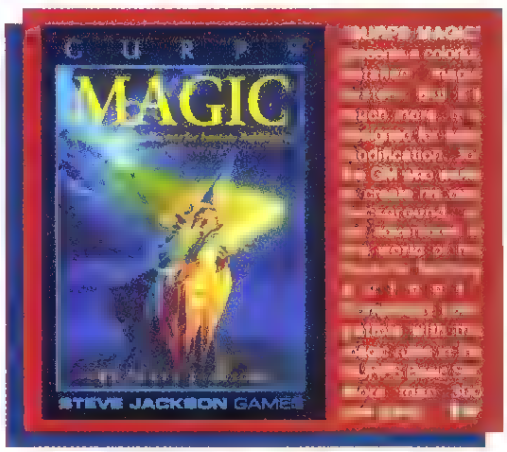
CHIPS & BITS INC. BOARDGAMES & RPGS











FANTASY RPG

AD&D

AD&D 2nd Edition Rules

Dungeon Masters Guide	$15
Monster Manual	$19
Players Handbook	$16

Accessories

Art of the AD&D Fantasy	$14
Encyclopedia Magica 1	$19
Tomb of Magic	$17

Adventures

Fighters Challenge 2	$6
Temple Tower & Tomb	$6

Al-Qadim Accessories +

Cities of Bone	$15
Secrets of the Lamp	$15

Audio Adventure

Hail the Heroes	$13
Karameikos Kingdm Adv	$22

Dark Sun Accessories

Terrors of the Desert	$12
Valley of Dust & Fire	$10

Forgotten Realm Box Sets

Elminster's Ecologies	$19
Menzoberranzan	$22
Ruins of Undermntn 2	$19

Forgotten Realm Sourcebk

Dragon Kings Hardbound	$16
Elves of Evermeet	$13
Guide to Forgotten Wrlds	$13

Monstrous Compendiums

Compendium Annual '94	$15
Fiend Folio Creatures	$10
Mystara Monsts Comp	$15
Outer Planes Creatures	$11
Planescpe Monsts Comp	$15
Ravenloft Appendix 3	$15

Planescape

Campaign Setting	$25
Planes of Chaos Boxed St	$25

Players Accessories

Complete Class & Race Handbooks	each $15
Players Packs	each $16
Players Screens	each $6

FANTASY RPG

ARS MAGICA

Ars Magica 3rd Edition	$19
Medieval Bestiary	$13
More Mythic Places	$9
Mythic Europe	$15
Wizard's Grimoire	$15

CASTLE FALKENSTEIN

Castle Falkenstein Hardbnd	$25
Comme Il Faut	$12

DICE POLY MEGATUBES

Opaque Dice Set	each $3
Pearlescent Dice Sets	each $6
TransparentDice Set	$5
Twinkle Dic Sets	each $6

GURPS

Bunnies & Burrows	$14
Fantasy 2nd Ed	$15
GURPS Rulebk (3rd Ed)	$16
High Tech 2nd Ed.	$14
Magic Items 2	$14
Martial Arts	$13
Robots	$14
Psionics	$14
Ultra-Tech 2nd Ed	$14
Vehicles	$16

Fantasy

Fantasy GM Pack	$8
Grimoire (Reprint)	$14
Magic 2nd Ed	$14

PENDRAGON

Blood & Lust	$14
Pendragon 4th ed.	$19
Perilous Forest	$14
Savage Mountains	$14

RIFTS

Conversion Book 1 or 2	$16
Dimension Book 2	$15
Rifts	$19
Sourcebook 1, 2, 3	each $11

HORROR RPG

CALL OF CTHULHU

Advnture in Arkham Cntry	$14
Blood Brothers 1 or 2	$15
Call of Cthulhu (5th Ed)	$16
Fatal Experiments ('20's)	$14
Great Old Ones ('20's)	$13
Horror on Orient Express	$29
Investigator's Comp 1or 2	$10
Keeper's Screen (5th Ed)	$12
Mansion Madness ('20's)	$14

Modern Adventure

At Your Door	$13
Cthulhu Now (2nd Ed)	$13
The Stars are Right	$15

GURPS HORROR

CthulhuPunk	$16
GURPS Horror	$14
Vampire Masquerade	$16

CHILL

Accessory Pack	$12
Chill (Soft Cover)	$16
Chilled to the Bone	$9
Companion (Softcover)	$12
Horrors of N America	$12
Lycanthropes	$12
The Beast Within	$16
Undead & Buried	$9
Vail of Flesh	$9
Voodoo Sourcebook	$12

MAGE

Book of Madness	$13
Mage Rules Book	$19
Technocracy Iteration X	$10

VAMPIRE

Vampire (2nd Ed)	$19
Vampire Plyr Gd (2nd Ed)	$18

Vampire Adventure

Elysium The Elder War	$13
Hunters Hunted	$10
Under a Blood Red Moon	$10

HORROR RPG

VAMPIRE

Vampire Sourcebooks

Book of Nod	$8
Clan Books	each $10
Dark Colony	$13
Eternal Struggle Gd Jyhad	$7
Los Angeles by Night	$15

WEREWOLF

GM Screen	$10
Werewolf (2nd Ed)	$19

Werewolf Sourcebooks

Book of the Wyrm	$13
Caerns Places of Power	$13
Player's Guide to Werewolf	$15
Rage Across New York	$10
Storytellers Handbook	$15
Ways of the Wolf	$10

WORLD OF DARKNESS

Gypsies	$13
Mummy	$11
World of Darkness	$13

WRAITH

Character's Kit	$10
Storytellers Screen	$10
Wraith	$19

Wraith Adventure

Haunts	$13
Midnight Express	$13

Wraith Sourcebooks

Face of Death	$11
Necropolis Atlanta	$15
Players Guide	$10

SCI-FI RPG

CYBERPUNK 2020

Cybergeneration	$15
Cyberpunk 2020	$16
Cybersheets	$6
Data Screen	$10
Reference Guide	$10

SCI-FI RPG

CYBERPUNK 2020

Sourcebooks

Chromebook 1, 2, 3	each $12
Deep Space	$12
EuroSourcebook	$10
Hardwired	$12
Necrology	$9

GURPS SCI-FI

Aliens	$14
Atomic Horror	$14
Callahan's Time Saloon	$14
Cyberpunk	$14
Cyberworld (Reprint)	$14
Lensmen	$14
Robots	$14
Time Travel (Reprint)	$14
Time Trave Adventures	$14

MACROSS 2

Macross 2	$11
Spacecraft & Deck Plns	ea $9

PARANOIA

Paramilitary	$13
Paranoia Boxed Set	$15
Paranoia Rulebook	$13
Paranoia Sourcebook	$15

Paranoia Adventure

Alpha Complex ties	$6
Blast in Out of Dimensn X	$11
Death Les & Vidtape	$6
Great Secret Project	$11

ROBOTECH

Invid Invasion	$11
REF Field Guide	$13
Robotech	$11
Sentinels	$14

SHADOWRUN

2nd Edition GM Screen	$12
Grimoire 2nd Ed	$13
Shadowrun 2nd Ed.	$19

SCI-FI RPG

SHATTERZONE

Boxed Set	$25
Players Guide	$13
Rulebook	$13

STAR WARS

Star Wars (2nd Ed)	$19
Star Wars Sourcebook	$18

Star Wars Sourcebooks

Dark Force Rising	$15
Gamemaster Handbook	$15
Heir to the Empires	$15
Imperial Sourcebook	$18
Miniatures Companion	$13
Miniatures Rules (2nd Ed)	$15
Movie Trilogy Sourcebk	$19
Rebel Alliance Sourcebk	$18
The Jedi Sourcebook	$19

Star Wars Supplements

Creatures of the Galaxy	$13
Deathstar Companion	$13
Fantastic Technology	$13
Tramp Freighters	$13

TRAVELLER: TNE

Battle Rider	$25
Brilliant Lances	$25
Deluxe Traveller TNE	$34
Fire, Fusion & Steel	$13
Long Ships	$15
Player Forms	$8
Referee Screen	$8
Reform Coalitn Equip Gd	$16
Striker 2 (Boxed)	$25
Survival Margin	$10
Traveller The New Era	$22

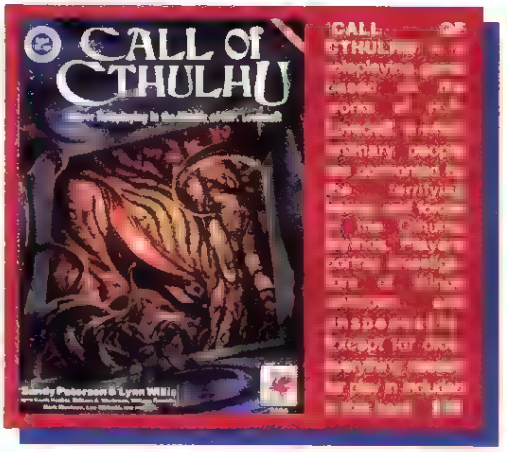
UNDERGROUND

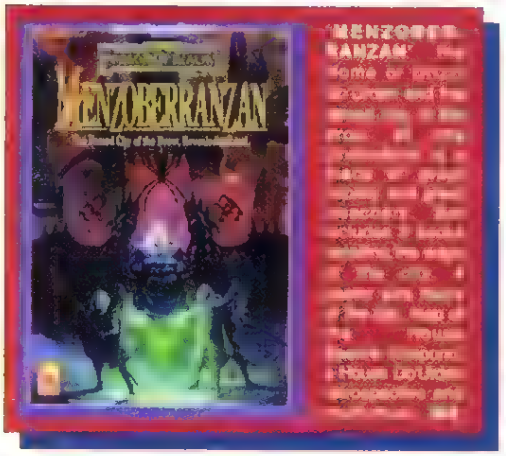
Fully Strappd Always Pckd	$15
Gamemaster's Pack	$13
Player's Compendium	$15
Players Handbook	$15
Underground Notebook	$22
Underground	$19

Call 800-699-4263 Fax 802-767-3382
Int'l 802-767-3033 Source 10262
PO Box 234 Dept 10262 Rochester, VT 05767

OVERNIGHT SHIPPING in US $4 per order. Mail to Canada, PR, HI, AK, APO, FPO $4 per order. Worldwide airmail $6 per item. Handling $2 per shipment. Hardware orders may require additional shipping charges. Call for details.

Visa, MC and Discover accepted. Checks held 4 weeks. Money Orders under $200 same as cash. COD $8. Defectives replaced with same product. Most items shipped same day. Shipping times may vary. Price / availability may change. All sales final.





BOARDGAMES

ANCIENT

4 Bat of the Ancient Wrld	$21
Alexander at Tyre	$18
Ancients	$25
Barbarians	$33
Battles of Alexander	$33
Caesar The Civil Wars	$38
Hannibal	$35
Imperator	$21
Peloponnesian War	$29
Siege of Jerusalem	$27
Vi Against Rome	$27

AMERICAN REVOLUTION

1776	$22
Give Me Liberty	$25
Rebels & Redcoats 1 or 2	$25
War of 1812	$22

CIVIL WAR

1862 Civil War Quad Game	$23
1863 American Civil War	$28
A House Divided	$20
Across Five Aprils	$23
Barren Victory	$26
Bloody Roads South	$27
Bobby Lee Amer Civil War	$37
Campaigns of Civil War	$21
Civil War	$19
Embrace the Angry Wind	$24
Gettysburg	$15
Guns of Cedar Creek	$32
Hallowed Ground	$42
Here Come the Rebels	$23
Lee Takes Command	$22
Lee Vs Grant	$16
Longstreets Assault	$25
Mississipi Fortress	$22
No Better Place To Die	$24
Raid on Richmond	$21
Roads to Gettysburg	$24
Stonewall Jackson's Way	$27
Stonewall in the Valley	$29
Thunder at Crossroads	$27

ECONOMIC

Global Survival	$34
Stocks & Bonds	$19
The Stock Market Game	$19

FANTASY

Battle Masters	$42
Dragon Lords	$29
Dragon Master	$16
Dragon Quest	$19
EfQuest (2nd Ed)	$20
Iron Dragon	$25
Magic Realm	$23
Sindbad	$33
Talisman 3rd Ed)	$44
Titan	$23
Warhammer Quest	$47

LEISURE/FAMILY

Acquire	$19
Auction	$14
Blind Justice	$19
Class Struggle	$19
Dinosaurs of Lost World	$15
Facts in Five	$16
Gangsters	$23
Legends of Robin Hood	$11
Organized Crime	$25
Quest for the Ideal Mate	$15
Road to the Whitehouse	$25
Spices of the World	$18
The Brickyard	$20
Tycoon	$15
Uncle Happys Train Game	$13
Wild Space	$34
Word Power	$15

MEDIEVAL

Age of Chivalry 2	$27
Age of Chivalry	$25
Black Prince (Quad Game)	$25
Henry V	$28
Ironsides	$28
The Crusades I	$28

MODERN

6th Fleet	$23
7th Fleet	$27
Aegean Strike	$19
Attack Sub (Card Based)	$19
Back to Iraq	$18
Battlefield Europe	$22
Central America	$23
Crisis Korea 1995	$29
Firepower	$23
Flashpoint Golan	$29
Fight Leader	$21
Gulf Strike	$29
Harpoon	$25
Israel Defense Force	$29
Main Battle Tank	$24
Modern Naval Bat 2or3	$19
Modern Naval Battles	$16
Nato	$15
Phantom Leader	$25
Stand & Die	$50
Tac Air	$19
Team Yankee	$20

NAPOLEONIC

Austerlitz	$30
Battles for Empires	$32
Battles of Waterloo	$33
Borodino	$29
Empires at War	$24
Empires in Arms	$27
L'Armee du Nord	$33
LaBataille d'aurstaedt	$30
LaBataille de Ligny	$39
La Bataille de Wavre	$25
Napoleon at Austerlitz	$20
Napoleon on the Danube	$19
Napoleon's Battles	$23
Napoleons Later Battles	$25
The Napoleonic Wars	$31
War & Peace	$23
War to the Death	$21
Wellington's Victory	$16
Wooden Shps & Iron Men	$19

RAIL ROAD

1830 RR & Robber Baron	$20
1870	$38
Australian Rails	$21
British Rails	$21
Empire Builder	$25
Eurorails	$25
Express (Card Game)	$11
Nippon Rails	$21
North American Rails	$21
Rail Baron	$19

SCIENCE FICTION

Alpha Omega	$19
BATTSC Objective Raids	$13
BattleTech Compendium	$13
BtleTech Tactical Handbk	$10
BtleTech Vehicle Rec Shts	$8
Battletech 3rd Ed	$19
Blood Bow	$45
Cosmic Encounter	$29
Federation & Empire Dlx	$38
Illuminati New Wrld Order	$10
Imperium, 2nd Ed	$20
Man O' War	$42
On the Edge Starter Deck	$8
Roadkill	$19
Star Fleet Battles	$25
Star Trek Next Generation	$9
Starforce Terra	$19
Stellar Conquest	$19
Warhammer 40K	$47

SPORTS

Baseball Strategy	$17
Bowl Bound	$15
Decathalon	$13
Football Strategy	$12
Pay Dirt	$19
Regatta	$19
Speed Circuit	$19
Stats-Pro Basketball	$24
Stats Pro Great Tms Bsb	$19
Stats Pro Amrcn League	$19

SPORTS

Stats-Pro Bsbl Crds	$13
Stats Pro Ftbl Crds	$14
Superstar Basebal	$18
Title Bout	$19
Win Place & Show	$17
World Cup Ftbll (Soccer)	$38
Wrasslin' (Card Based)	$15

STRATEGY

Advanced Civilization	$23
Blackbeard	$27
Britannia	$19
Civilization	$29
Colonial Diplomacy	$42
Deluxe Diplomacy	$42
Diplomacy	$19
Enemy in Sight	$12
Feudal	$18
Florida	$25
Guerilla (Card Based)	$19
History of the World	$27
Kingmaker	$19
Kremlin	$16
Maharaja	$23
New World	$19
Pax Britannica	$18
Republic of Rome	$29
Viceroys	$25
We the People	$29

VIETNAM/KOREA

Frozen Chosin	$25
Platoon	$16
Silver Bayonette	$17
Tet Offensive	$33
The Korean War	$18
Vietnam	$18

WORLD WAR 1

Aces High	$24
Knights of the Air	$19
Landships	$27
Lawrence of Arabia (2nd)	$20

WORLD WAR 2

A Line in the Sand	$25
Advanced Squad Leader	$38
Afrika	$21
Air Force	$23
Ardennes	$27
Avalanche Salerno	$31
B-17	$18
Barbarossa	$25
Battle for Italy	$38
Berlin '45	$17
Blood & Thunder	$30
Breakout Normandy	$23
Carrier	$27
Danger Zone	$25
Eastern Front, 2nd Ed	$44
Fire in the East	$58
For Whom the Bell Tolls	$54
GI Anvil of Victory	$28
Guderian's Blitzkrieg	$33
Hitler's War	$15
Last Battle for Germany	$29
Luftwaffe	$23
Matanikau	$28
Midway	$19
Mustangs	$19
Omaha Beachhead	$14
Operation Mercury	$27
Over the Reich	$30
Pacific War	$37
Panzer Leader	$23
Patton's Best	$19
Rise of the Luftwaffe	$21
Russian Campaign	$17
Sink the Bismarck	$23
Third Reich	$19
Tunisia	$33
Victory in the Pacific	$17

WAR GENERAL

Battle of Alma	$28
Crnp of Frederick the Grt	$24
Kolin,Frederick's First Dft	$34
Lion of the North	$29

PLANETFALL: FLOYD'S NEXT THING

Steve Meretzky reminisces about his first encounter with Floyd

PREVIEW

You have probably heard that *Activision* will be releasing the second sequel to the classic *Infocom* text-adventure game **Planetfall** (the first sequel was the all-text **Stationfall**). The new game, titled **Planetfall: Floyd's Next Thing**, will be a CD-ROM based Windows™ and Macintosh multimedia spectacle, with the original **Planetfall** designer, Steve Meretzky (last seen running amok in **Superhero League of Hoboken**), having his screenplay augmented by Hans Beimler and Richard Manning, who wrote for *Star Trek® The Next Generation™*

Floyd's Next Thing will receive the full **Return to Zork** treatment, including live actors, futuristic 3D animations, and some incredibly good rendered background art. Floyd will be back and will be fully animated, taking an active role in the adventure. We can only hope that Floyd will continue to absent mindedly calculate pi to the thousandth decimal point (hopefully he won't have a Pentium processor, otherwise he may end up with "4")

Those were the days

Many newer gamers may not know what *Activision* is up against with this product. Like **Zork**, the original **Planetfall** is a classic that has a near fanatical following, mostly due to the character of Floyd, who during most of the game seems like an annoyance as he runs in and out of rooms and babbles incoherently. By the end of the game he proves his worth and loyalty. What follows is one of the most famous passages in gaming history, and the main source of **Planetfall's** legend (the players commands are prefaced by a ">")

Floyd stands on his tiptoes and peers in the window. "Looks dangerous in there," says Floyd. "I don't think you should go inside." He peers in again. "We'll need card there to fix computer. Hmmm. I know! Floyd will get card. Robots are tough. Nothing can hurt robots. You open the door, then Floyd will rush in. Then you close door. When Floyd knocks, open door again. Okay? Go!" Floyd's voice trembles slightly as he waits for you to open the door.

>open the door

The door opens and Floyd, pausing only for the briefest moment, plunges into the Bio Lab. Immediately, he is set upon by hideous, mutated monsters! More are heading straight toward the open door! Floyd shrieks and yells to you to close the door.

>close the door

The door closes.

From within the lab you hear ferocious growlings, the sounds of a skirmish, and then a high-pitched metallic scream!

>wait

Time passes.

You hear, slightly muffled by the door, three fast knocks, followed by the distinctive sound of tearing metal.

>open the door

The door opens.

Floyd stumbles out of the Bio Lab, clutching the mini-booth card. The mutations rush toward the open doorway!

>close the door

The door closes.

And not a moment too soon! You hear a pounding from the door as the monsters within vent their frustration at losing their prey.

Floyd staggers to the ground, dropping the mini card. He is badly torn apart, with loose wires and broken circuits everywhere. Oil flows from his lubrication system. He obviously has only moments to live.

You drop to your knees and cradle Floyd's head in your lap. Floyd looks up at his friend with half-open eyes. "Floyd did it . . . got card. Floyd a good friend, huh?" Quietly, you sing Floyd's favorite song, the Ballad of the Starcrossed Miner.

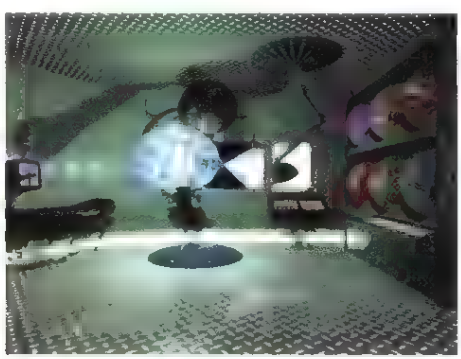
O, they ruled the solar system
Near ten thousand years before
In their single starcrossed scout ships
Mining ast'roids, spinning lore
Then one true courageous miner
Spied a spaceship from the stars
Boarded he that alien liner
Out beyond the orb of Mars
Yes, that ship was filled with danger
Mighty monsters barred his way
Yet he solved the alien myst'ries
Mining quite a lode that day
O, they ruled the solar system
Near ten thousand years before
Til one brave advent'rous spirit
Brought that mighty ship to shore

As you finish the last verse, Floyd smiles with contentment, and then his eyes close as his head rolls to one side. You sit in silence for a moment, in memory of a brave friend who gave his life so that you might live.

Passage copyright 1983, Infocom, Inc.

To understand the impact of **Planetfall**, and in particular this passage, you have to remember that in 1983 graphics and gameplay were primitive and the computer wasn't easy to use. I don't think anyone expected to be moved by anything that the cold, unfeeling computer could produce. This is the gaming equivalent to audiences reactions to Bambi's mother dying in the forest fire–they couldn't believe they were moved by a cartoon.

"A picture is worth a thousand words," is how the old cliché goes. **Floyd's Next Thing** will be a completely different beast from the original game, with an emphasis on the visual aspects of adventuring. As the technology of the games improve, it's easy to forget that it was often the humanity of the game that made it so special. It's safe to say that Steve Meretzky hasn't forgotten, and it will be up to him to once again capture the magic of the original game.



PERFECT GENERAL II

- Two Graphical Options for Game Play
- Zoom in for a Tactical View, or Zoom Out For a Strategic Vantage
- Tactical Air Support
- Great New Weaponry Like Elephant Tanks, Machine Guns (Mobile), Machine Gun Nests and Many More
- Full Blown Campaigns
- Vastly Improved Computer Opponent
- A Multitude of the Most Exotic Scenarios You'll Ever Encounter
- A New and Brilliant Game Scoring History
- SOUNDFONT™ Technology & Digitized Sounds for a Realistic Combat Engagement
- Live Action Video of Strategies From Military Generals

IT'S HERE AND IT'S POWERFUL!

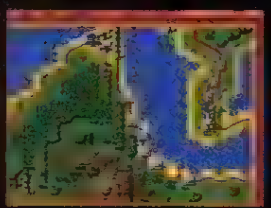
OVER 70 NEW AND DIFFERENT SCENARIOS!

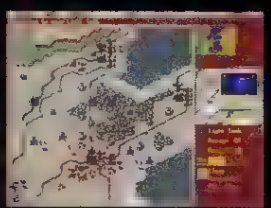
THE PERFECT GENERAL II is an unbeatable strategic and tactical experience with stunning graphics, intuitive interface and the sharpest artificial intelligence ever.

THE PERFECT GENERAL II provides you with a superior challenge and brilliance that is unsurpassed in the computer gaming world. Feel the power as you command missions in the most exciting eras of world conflict. Airpower controls the sky. Rockets hit their mark, and tanks rumble across barren terrain as you lead your armies to victory on any one one of the thrilling fields of battle.

5 levels of difficulty from novice to expert take you through historically and technically accurate encounters with the enemy. Modem and null-modem play capabilities let you choose your competitor. Master the intensity of nations at war. We proudly present to you the invincible sequel to the Perfect General...

THE PERFECT GENERAL II





Created by:

QQP

QUANTUM QUALITY PRODUCTIONS

A Division of American Laser Games, Inc.

485 Highway 202 • Flemington, NJ 08822

908-788-2799

Reader Service No. 39

TOP GUN

Look! It's an F-14! No, — it's a movie! No — it's Spectrum Holobyte's new action game, Top Gun! Wartofsky tries to figure it all out...

PREVIEW

While we're all getting tossed this way and that by new CD-ROM products which tout themselves as entertainment but not games, or reference sources with entertainment features, or games with reference materials added on, or whatever, companies like *Spectrum Holobyte* are stirring the murky waters even more by refusing to allow old genre designations and expectations to lie quiet. **Top Gun** – while it makes use of elements of *MicroProse*'s **1942: Pacific Air War** terrain model and includes sequences from the movie *Top Gun* is now being promoted by the company as a pure action game, in the hopes, we'd guess, of sidestepping the potential havoc more serious flight sim enthusiasts might cause grumbling over this or that "unrealistic" feature in the design.

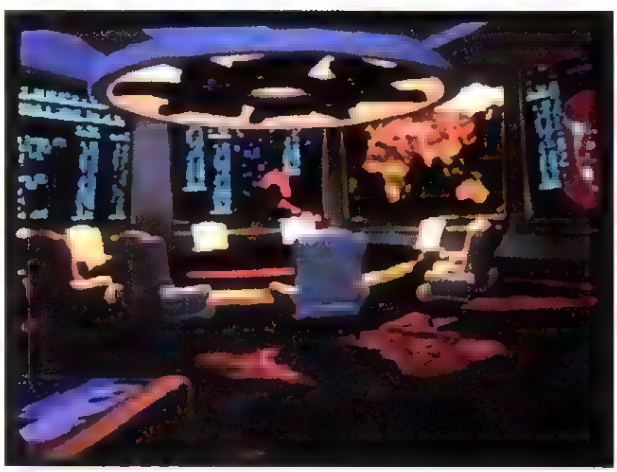
So aside from being an "action" game (i.e. swing the joystick around and press buttons to shoot at things right? Have we got the genre description down straight for this one?), what *is* **Top Gun**, exactly?

Well, like **Under a Killing Moon** it turns out that a lot of time and attention have been paid to producing a carefully constructed 3D environment, which is set up to reflect situations and scenes from the movie upon which the action game is based. Players will be able to move around in this 3D environment when not up in the action airplane shooting at things. Also like **Under a Killing Moon**, **Top Gun** is being called an "adventure" (hey, wait a minute! wasn't it an action game a minute ago? Oh well), or, more specifically, a "flight adventure" as well. This would mean that players will get to spend time either watching or playing out portions of the game which replicate the atmosphere of the movie. There's a storyline, and players will have to work through it to get from cockpit situation to cockpit situation.

One of the techno-grab features of **Top Gun** (the action game) is what the company is calling "photo-scanned texture maps." While texture mapping is currently competing with gouraud shading to provide essentially polygonally-based designs with more, well, texture and dimensionality, it looks like photo-scanned texture mapping will produce much more realistic 3D objects (or at least more immediately noticeable visual realism) than the techniques used to light those objects in a three-dimensional environment (i.e. gouraud shading). Apparently the way an object is lit in a 3D environment seems to be less of an attention-grabber for most players than whether or not it looks photo-realistic, even though light effects have the potential to offer more in the way of feedback in a 3D environment. And so the choice of photo-realistic texture mapping. The 3D sets for **Top Gun**, on the other hand, will make use of lighting effects to intensify the 3D environment so, depending on the situation, players will get the visual benefits of both kinds of animation technologies.

While **Top Gun** is steering clear of the realism issues that have (some would say) plagued other recent flight sim releases, this is not to suggest that the environment will look "lite" as a result. On the contrary, the designers of the game are working to produce as much visual detail both in- and out-of-cockpit as can be handled by current systems (no word on whether this will be a Pentium-focused product or not, but the latter CPU would probably be a good idea), so that visually, at least (as with **Comanche: Maximum Overkill**, though for very different reasons), **Top Gun** should be at least realistic-*looking* like nothing else out there. For fans of games like **Rebel Assault** this may be all that really counts in the end.

Top Gun should appeal to an audience that has so far not been addressed, i.e. the *Nintendo/Sega* generation who've moved over to the PC as their action game platform of choice. The design itself is scheduled to be ported across a wide variety of non-PC platforms, and should prove as viable on a *Sega* Saturn as it does on an *Intel* PC. Action fans should have fun with this one, and flight sim fans looking for a five-minute break might want to tune in, too.



After 70 years,

only one thing can awaken the horror.

desire.

Robin Morales believes in evil.
She trails it for a living.
But now she's vanished in the Stauf mansion,
where a madman once perfected murder.

Too bad you don't believe in anything.
Because you're going in after her.

With over an hour of live-action video,
faster and smoother graphics, high quality,
full motion video without any additional hardware
required, an all-new trail of sophisticated, psychological
terror and more diverse games, puzzles and quests,
The 11th Hour: The sequel to The 7th Guest™ bests
any interactive game on the market.

It should.
It's the successor to the most successful and acclaimed
PC CD-ROM game ever made.

THE 11TH HOUR

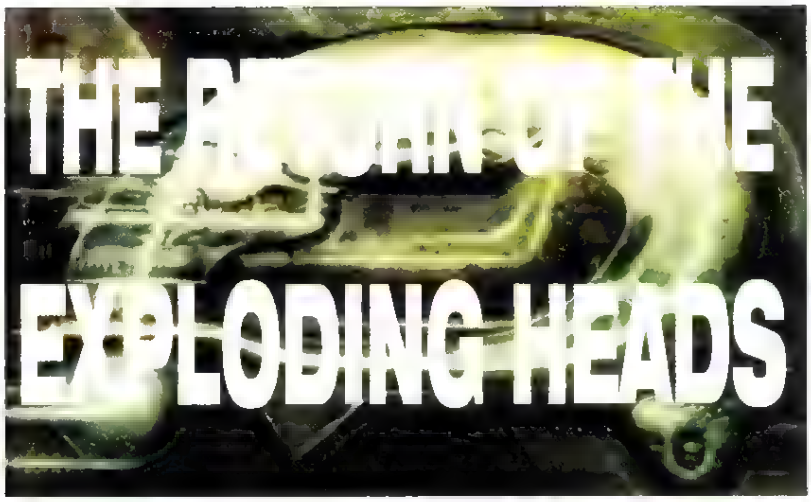
The sequel to The 7th Guest™

AVAILABLE NOW FOR PC CD-ROM AND MAC CD-ROM
AND THE 3DO™ SYSTEM.

The 11th Hour: The sequel to The 7th Guest is a trademark of Virgin Interactive Entertainment, Inc. and Trilobyte, Inc.
© 1995 Virgin Interactive Entertainment, Inc. and Trilobyte, Inc. All rights reserved.
Virgin is a registered trademark of Virgin Enterprises, Ltd. 3DO is a trademark of The 3DO Company.

MATURE
AGES 17+

MATURE



Steve Bauman has an encounter with Dark Seed II

PREVIEW

When it debuted in 1992, *Cyberdreams* **Dark Seed** was by far the best looking adventure game seen for the PC, especially since it was one of, if not the, first to use high-resolution artwork instead of the then standard low-resolution 256 color VGA art. The technology at the time limited it to a 16 color palette, but that actually turned out to be an asset rather than a liability as it gave the whole game a washed-out, drab quality that added to its dream-like sense of paranoia and horror. Unfortunately the actual game itself was somewhat of a disappointment as it featured too many illogical "find the pixel" puzzles (especially in the library when you have to find the bobby-pin), an unforgiving linearity, and dreadful sound (especially the digitized speech). However, the game won many accolades, which were well deserved, for its visuals, and most people were willing to put up with the flaws in order to marvel at the artwork, especially the world of the Ancients that was based on the mad artwork of H.R. Giger.

Dark Seed II once again places the player in the shoes of writer Mike Dawson. In the first game he managed to defeat the Ancients, an alien race that had planted an embryo in Mike's head and planned on ultimately destroying humanity. By the end of the game Mike had sent the Ancients back to where they came from, but it turns out that the victory didn't come without a cost. The sequel begins with Mike engaging in typical hero behavior by returning to his hometown USA to recuperate from his little post-adventure nervous breakdown (which many **Myst** players are currently experiencing). Once there he hooks up with his high school sweetheart (hmm, heard this one before?), and lo and behold she turns up murdered and guess who's the prime suspect? It turns out that the Ancients have returned to seek their revenge on poor Mike and have hatched a diabolical new plan, one that will again threaten mankind. It's up to Mike to once again do battle with the Ancients in their bizarre world.

That world will once again be based on Swiss surrealist H.R. Giger, who is best known for designing the horrific monsters in *Alien* (which won him an Oscar®) but is more recently famous for having complaint papers delivered to the metal band Danzig during one of their concerts (the guy literally body-surfed his way to the stage and handed the papers to Glenn Danzig; apparently the band used some of Giger's art on T-shirts and such without proper remuneration). You will immediately recognize his style and influence if you've seen the movie; his bio-mechanical images are simultaneously repulsive, beautiful, and most of all disturbing.

Dark Seed II will be available in both Windows™ and Macintosh versions and will feature 256 color high-resolution SVGA artwork that promises to improve upon the original game. The simplistic animation sequences of the first game (which were still not for the squeamish) will be replaced by more fully realized animations, and the game will feature more than 75 3D landscapes to muck around in. The game will also feature full digitized voice acting for the more than 30 characters that appear in the game, and thankfully the audio quality is on par with current releases.

Cyberdreams promises that the game will feature not only the new and improved visuals but, perhaps more important to gamers, better puzzles and a more engrossing story, though the overall plot hardly places it in the same league as *Cyberdreams'* own **I Have No Mouth and I Must Scream**, originality-wise. Designing the game and writing the screenplay is Raymond Benson, whose impressive résumé includes **Return of the Phantom**, **Ultima VII**, and the recently released **Are You Afraid of the Dark?**, which should give gamers hope that the overall game-quality will at least equal the horrific beautiful images.

The always ominous looking church

Giger artwork from the H.R. Giger Screensaver, also from Cyberdreams

Your modest kitchen - what evil lurks in the fridge?

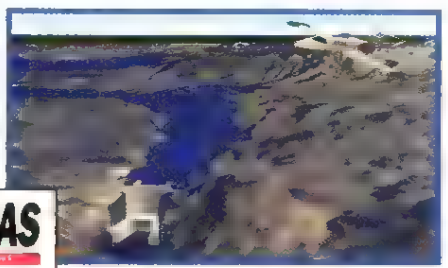
The Ultimate Flight Experience

Introducing the total Flight Simulator adventures from BAO

BAO Publishing, developers of *Microsoft® Flight Simulator™* presents the ultimate flight simulation experience with BAO's *Europe 1*, *Las Vegas Scenery*, *Flight Simulator Flight Shop* and *Tower*, the most realistic ATC simulation available.

Feel the tension mount (and the sweat start) as you direct heavy traffic from the tower at Chicago's O'Hare airport; take a chance and play the odds in Vegas as you complete a fly-by of the casinos and surrounding desert; proudly step back and admire your latest plane design with custom colors and graphics all ready for her maiden customized flight adventure or fly the Alps and discover Europe from the air. All this and more is possible with BAO. File your flight plan today and start your adventure.

"A sure bet for computer pilots who demand realistic scenery"
—Greg Harris, Editor of *Full Throttle*



Challenge your skills with a fly-by of Hoover Dam and other famous Las Vegas landmarks.

Las Vegas Scenery offers you startling realistic 4D-level detail of Las Vegas and the surrounding desert. The scenery combines actual satellite images with special aerial and ground-based photography to faithfully recreate more than 4,000 square miles of the Nevada landscape. Tour scenic Lake Mead, the famous Vegas "Strip" or catch a stunning view of Hoover Dam, one of the man-made wonders of the world. You set the itinerary.

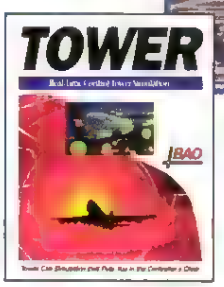
Europe I includes over 100 airports with taxiways, moving objects, unique buildings and approach lights.

Europe I lets you explore from the air the scenic countries of Germany, Austria, Switzerland and the Netherlands. You'll discover beautiful cities like Berlin, Munich, Vienna, Geneva and Amsterdam. All major roads, waterways, lakes, cities, the Alps and landmarks are realistically recreated including all IFR/VFR airports. Experience Europe from your own cockpit.

An easy-to-use (windows-based) aircraft factory lets you design your own plane.

Flight Simulator Flight Shop puts the tools in your hands. You build, customize and paint your own planes and a flight dynamics editor allows you to specify the flying characteristics. Share your designs with other flight enthusiasts through BBS's such as *CompuServe®*. Create your own flight plan and send it to the built-in Flight Service Station (FSS) and then hop in your flight simulator airplane for an ATC controlled flight.

"Best of Show" at C.E.S.
Awarded by *Game Bytes* Magazine



You'll calmly choreograph the movement of incoming and outgoing air traffic high above Chicago's O'Hare airport.

With *Tower* the responsibility is all yours! As a tower controller, thousands of passengers will rely on your ability to make split-second decisions. You'll handle realistic aircraft takeoffs, landings and ground movements through a 360 degree panable window view. Based on FAA and Transport Canada's professional training simulation software, *Tower* puts you in the middle of all the action.

BAO™
Developers of Microsoft® Flight Simulator

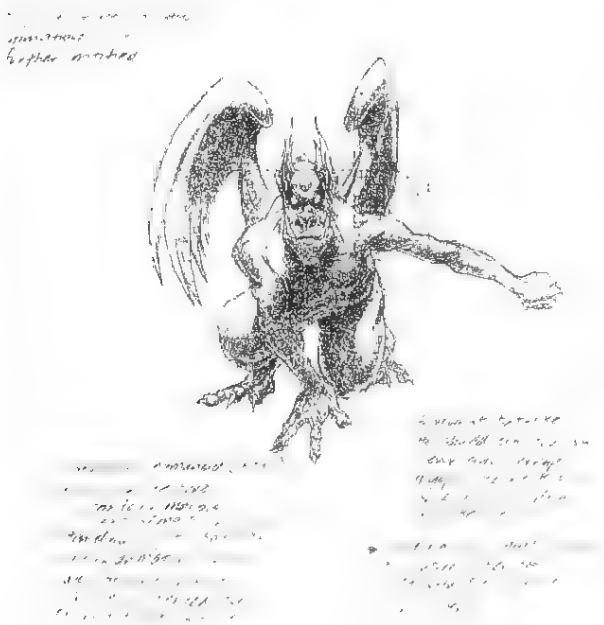
See your local retailer or call:
(217) 356-0188
for more information

BAO is a trademark of Blue Valley Software

THUNDERSCAPE

Journey into the World of Aden™ with SSI's newest CRPG and discover a world of possibilities

PREVIEW



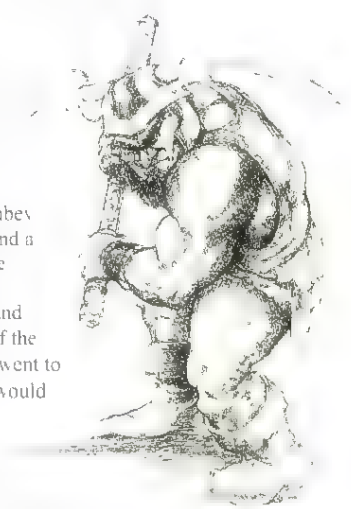
Coming soon from *SSI* is the first release in their new series of CRPGs. The game is called **Thunderscape**, and it's a first-person multi-character CRPG that will combine cutting edge technology with a rich and detailed original world of *SSI's* creation.

The World of Aden

The story goes something like this. It was the end of what was known as "The Golden Age." Mages from all over Aden had developed a secret that allowed them to mix together sorcery and science into a potent brew. They called it mechamagic, and this advancement (which was an arguable point) effectively signaled the end of one great era and served as the beginning of a new one, dubbed "The Age of Thunder."

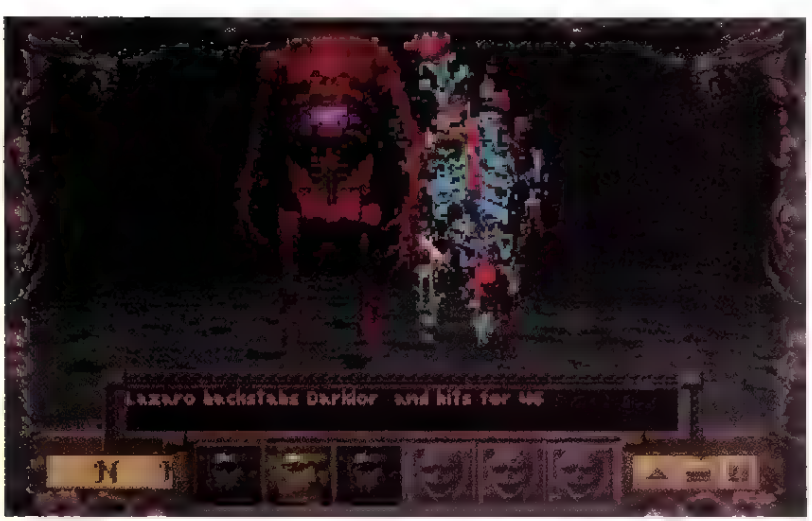
At the same time as this, a great black cloud descended upon the world and eclipsed not only the sun but the very sky itself. Demons and monsters from ancient legends began to emerge from the cloud and managed to slaughter most of the outlying villages. The great cities of Aden were either leveled or forced to constantly be on the defensive. The survivors of these battles called the creatures nocturnals, because they only came out after the sun went down. Later on it was determined that the force that governed the nocturnals was able to grant power to people with evil in their hearts. These poor souls were called the corrupted, and they quickly became the most evil nocturnals as they betrayed their own people for the power of the Darkfall.

The survivors proved resilient, and eventually banded together to push the horrors from their homes and cities. At one point, the rulers of Aden tried to reclaim their nations, trying to find which of their people were still alive and which had died at the hands of the nocturnals. Communication was primitive, so this became extremely difficult, and the leaders tried to unite their people but with little luck. The outlands were overrun with nocturnals.



A year after the original Darkfall (as it came to be known), the nation of Columbey announced that they had found a new leader, one Lord Urbane. Urbane renamed his country Urbana (modest chap, eh?) and promised to lead Aden out of the darkness. His mechamages went to work creating a device that would allow communication and trade across the infested outlands. The thunder-trains were the fruit of their labors. They were iron machines powered by steam and magic. Ten years later, these trains became a sign of hope that the Darkfall could be defeated.

The Age of Thunder has turned out to be a blessing for Aden, as the power of the mages has allowed the people to fight back against the Darkfall. Warriors ride across the lands to confront and defeat the nocturnal hordes. Rogues and inquisitors seek out the corrupted traitors in the cities and settlements. Mechamages continue their work in generating newer and more devious contraptions to fend off the advancing nocturnals. It will take the combined efforts of all of Aden to vanquish the foes and once again return peace to Aden.



Indigenous races

There are eight races that make up the majority of sentient life in Aden. Elves, dwarves, faerkin, ferrans, rapacians, juraks, goreaux, and humans. Elves are elves, tall, thin, and agile. They are at one with nature and have natural magic skills. They do have an aversion to mechamagic. Within the larger race of elves are many separate ethnic groups, including the ice elves of Ionara and the Sand-elves of the Sundered Desert.

Dwarves are typically short and squat but extremely brave and tough in skirmishes. Large groups of them live in a mountain range known as the Wall, but they can also be found underground at the Skar. Like the elves, you will find dwarves in Ionara and the Sundered

Desert, with appropriate evolution based on the environment

The faerkin are a cross between humans and a rare faerie folk. They look like small children as they are only a few feet high and thin, but in battle they are quite intelligent and agile. Due to their faery blood, they are adept at magic, but since they tend to be easily distracted, rarely become the greatest mages.

The ferrans are a half humanoid half animal race. They can range from dwarven boars to elven-serpents, and human-tigers. Apparently their origin is one of magic. A groups of sorcerers found they could grant intelligence to any animal, but this ended up mutating the animals, creating these hybrids. They tend to keep the animalistic tendencies of their bestial half and prove to be quite savage and dangerous in combat.

Rapacians might appear similar to the ferrans, but are actually a race of humanoid lizards. They tend to enjoy live meals, just like lizards, and when threatened can become merciless. They tend to be the same size as humans, and can be separated into different sub-species based on markings. They are not cold-blooded, and enjoy sunning themselves, which also happens to harden their scaly hides for battle. They travel in packs and make formidable warriors.

Juraks are huge creatures. Despite their size, they are not dim-witted, as one tends to assume about such a behemoth. Many have become battle mages and master strategists, but they lack tact. Honesty is their policy, and if one makes a promise to you it's as good as gold.

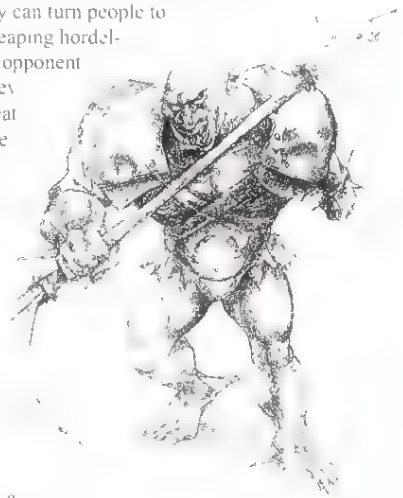
Goreaux are small individuals with dwarf-like proportions. They are extremely cerebral and calculating, and are known for their mechanical aptitude. They are the best race for inventing devices and weapons.

The humans are the most diverse race and are hardier than faerkin and elves, but not dwarves, jurak or certain ferrans. They are, as usual, the best all-around race, not excelling in any particular category, but being overall quite strong.

The bestiary

There are a great number of beasts that roam Aden nowadays, and they vary greatly in their danger. Some are just beasts that existed on Aden before the Darkfall, but whose power can be improved if they are under the control of a nocturnal. Other creatures are pure nocturnals, and they are the deadliest of the bunch.

We'll start with basilisks, which are also known as stone dragons, as they can turn people to stone. Cacklers are leaping hordelings that laugh at the opponent to unnerve them. They tend to attack at a great distance, so tend to be susceptible to archer attacks. There is the requisite dragon to deal with, and despite their power, they have yet to be corrupted by the Darkfall. If they did, they would quite possibly be unstoppable.



Dragonets are mini dragons (though still as big as a house) and feature breath-weapons (break out the Listermint). Many have aligned themselves to the Darkfall and are especially dangerous. The always pleasant giant maggots are also dangerous. They grow inside corpses, and as they get larger will keep attacking other creatures and consuming them. Very tasty, indeed. Gremlins predate the Darkfall, but their old pranks have now turned deadly when under the influence. They will mix items, so be very careful when buying cheap objects.

Some of the weaker creatures include ice and rock worms and lightening lizards. Look out for nagas, who tend to be well versed in the black arts. Ogres continue to be mighty creatures, and are especially dangerous when they band together. Trolls exist, and can be found throughout, with each region producing a slight weirder variation. Some of the more dangerous creatures include skeletons and zombies, shankers (who are mechamagical nocturnals that can assume the shape of any metal) and skull crackers (who do just that).

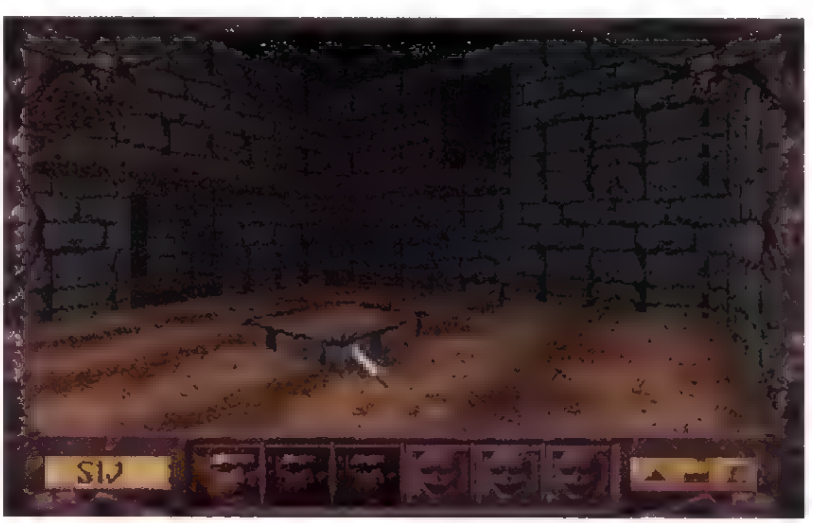
The corrupted

The corrupted are the most despicable group of Adenites. They have been corrupted by the power of the Darkfall. The include a number of groups of people, including those known as the Fist of Groz, a group of mostly juraks and ferrans who are well armed and tend to attack cities.

Terramys Scratch is a mage that was banished from the academy for dabbling in the black arts. He swore revenge and has raised a formidable army of the undead. The Fog Raiders are a mysterious band of sailors that harass fisherman and shipping vessels, and the Lord of the Pale is a legendary entity afflicted with every disease and malady known to man (blecch!). Terablix the Autonomous is a golem created by a tinkerer that achieved sentience and then destroyed his maker. He rules the streets of the Lost Ghetto.

Wait, there's more

Lest you think that we've covered every aspect of Aden, there is a wealth of material that will be left to the gamer to discover. Aden is a rich and detailed world, and **Thunderscape** is the first of many planned titles, from additional CRPGs to action and strategy games, books, card and board games ❑



PREVIEW

DEADLINE

Mark Walker takes a look at Vic Tokai's latest

The main screen

They are out there somewhere. Maybe around the next corner, behind the door, in the bushes. Waiting A bead of sweat drops from your nose, splashing the space bar Somewhere, in this condo, three ultimatum spouting terrorists hold a buxom beauty hostage Time ticks, three short minutes left -half a cigarette... until the deadline

This is *Vic Tokai*'s soon-to-be released strategy action game **Deadline** is loosely based on the exploits of Great Britain's elite anti-terrorism unit, SO19 Players lead a hostage rescue team through a series of 24 scenarios encompassing the entire spectrum of counter-terrorism missions hostage rescue, headquarters assault, and O K. corral style shoot-em-ups. Mission settings include cities, airports, military installations, industrial complexes, desert encampments and suburbia.

Knocking at Tommy Terrorist's house

Shades of X-COM

This fight against the forces of evil is carried out on a screen display which looks suspiciously, down to the Avenger look a like airliner, like the tactical combat display in **X-COM**. Here, in breathtakingly state of the art 3/4 overhead display, the blood is let In the persona of a hostage rescue team commander, the gamer is placed in charge of eight men. These folks are maneuvered, via mouse, in an attempt to locate, engage, and defeat the terrorists. The troops may be equipped with assault or sniper rifles, submachine guns, LAWs, listening devices, and infrared goggles. Team members have different abilities so it is critical to match the equipment loadout to the mission, man, or woman

The meat and potatoes of most action strategy games is the combat routine. **Deadline** is no exception. The firefights are absorbing, limited line of sight, edge of your seat, gut wrenching affairs Again, the similarity to **X-COM** is striking. The player controls every action of his assault team. However, **Deadline** takes the tension one step further Now the combat is real time instead of turn based. Not only does the team need to be properly equipped and placed, but the nut in front of the keyboard needs to have a quick trigger finger

Details

Be assured, **Deadline** is more than a shoot-em-up tactical combat simulator. A hostage rescue team without a plan, running amok, shooting all that move, will soon be a dead team The information needed to complete the mission successfully is provided. It is up to the player to gather it from a number of sources and form a workable plan

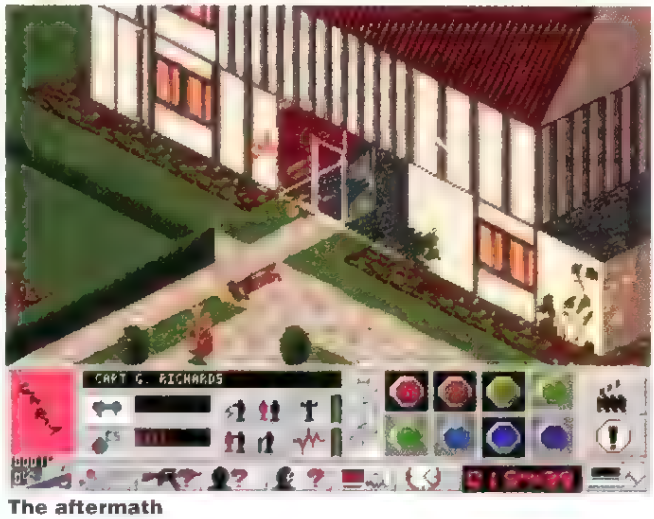
For instance, blueprints available for the locations in question provide a continually updated map displaying your own and the opposing forces. Keith Smith of *Millennium* (**Deadline's** programmers) states that team members may also be given orders from this screen In fact, if the gamer tires of the real time action of the main screen, the entire assault may be conceived and enacted from here while the chip-head sits back to observe the fruits of his plan

Sometimes the right plan will be hard to come by The player may feel he doesn't have all the pieces to the puzzle What is the terrorist's motivation, how many are they, is a bomb disposal team available? Briefs on the opposing terrorists or any other intelligence the player may desire is available through **Deadline**'s hypertext library. But beware, too many requests for data will slow down your researchers ability to respond

Time is critical; it waits for no one, including a man and his mouse Each mission must be completed in a heartbeat Perhaps there is a bomb to be defused, there are two hours left and it takes the bomb disposal squad three hours to arrive.... better think of a new way Want more information before the assault? Fine, but as was said before, intelligence requests take time. The team leader who sits on his chips, gathering intel, forming the perfect plan, may find he has run out of time to execute said plan

Deadline is a C D-ROM simulation and comes with the industry's standard CD-ROM animated sequences and cut screens. These were unavailable in the preview copy. Nevertheless, they will be quite striking if equal to the main screen's beauty

Deadline is kind of a sophisticated cross between *MicroProse*'s **Special Forces** and **X-COM** Keith Smith calls it the "next generation strategy game." We'll see Nevertheless, **Deadline** will surely garner its share of pulse pounding, sweat dripping playtime this year ⌟



The aftermath

Ripley's Believe It or Not!

THE RIDDLE OF MASTER LU

A GRAPHIC ADVENTURE

COMING THIS SPRING

for more information, call 1-800-943-3664

ENTERTAINMENT

SANCTUARY WOODS

Reader Service No. 33

PREVIEW

Coming soon from *Time Warner Interactive* is **Conqueror**, an ambitious design from the folks at *Software Sorcery*, who have been responsible for a number of games, from **Sea Rogue** to **Jutland** and **Aegis: Guardian of the Fleet**. The company's games have always had an undeniable visual appeal, and it looks like **Conqueror** will be no exception. Rendered in lavish SVGA graphics, this is a visual stunner, with speech and the usual complement of animated cut scenes.

It's also a game that seemingly defies easy categorization. We're not sure if it's a strategy game, a CRPG, an action game, or perhaps some weird simulation. Whatever it is, here's some information about it.

It's a CRPG

One of the most important parts of the game is generating a character. Like most CRPGs you can use a pre-generated character or choose to roll your own. Much like **Ultima VI** or **Elder Scrolls: Arena**, your characters statistics are not rolled in a conventional sense. Instead, you must answer a series of questions, with the answers determining the distribution of your character points.

After generating a character you are sent off into the world as a knight. You are given all of the necessities that a knight requires, such as a sword, a lance, a horse, some cash, and a fief. Now comes your first of many choices in the game. Do you want to conquer the land, go dragon hunting, or work on your land and economically destroy everyone. Ultimately, like most games of its kind, you'll need to be crowned King of England.

It's a strategy game

The strategy element comes into play immediately. You will have complete control over your fief, and you will have to micromanage it in order to generate revenue and power. The overhead graphics look a bit like **Transport Tycoon**, with an isometric and colorful view of your villages.

You will need to decide what parcels of land to clear, what crops to plant, and which parcels to graze and mine. As you generate revenue, you will have to make sure you are making enough money to pay your taxes and that you are taxing your own serfs at a fair and reasonable rate. You can add-on to your fief such things as a church or monastery and, most importantly, a castle.

You aren't limited to your own fief. You can choose to visit others, and upon entry you can visit the inn, a blacksmith, a church, or a bank. The inn is where you find out the local dirt, the blacksmith is for buying and selling weapons, the church offers those good old churchly sorta things, and the bank is where you can pay outrageous sums of money in order to have the privilege of receiving a little extra cash.

One of the major strategy elements that you will have to deal with is how to handle the church. The **Castles** games also implemented this feature, and your characters piety (determined at startup and over the course of the game as events dictate) will have a direct correlation to church relations.

It's a simulation

One of the things you'll have to do in order to gain fame, wealth, and power, is participate in tournaments. It's at this point in the game that it suddenly turns into **Joust 3D**, with incredibly impressive graphics. Using a mouse, you will have to get used to using a lance, and fortunately the game does give you a training mode.

By defeating other knights, you will be able to improve your relationships with the fair maidens that observe the tournaments. If you impress them enough, you can gain money, land, or receive advice.

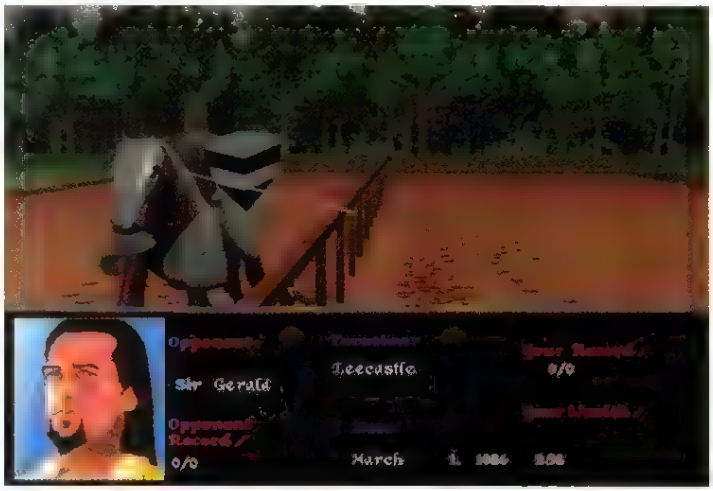
It's a first-person action game

At the tournament, you can also practice melee combat, which will assist you when you will be faced with the inevitable castle storming. If you enter a fiefdom with a weak castle, you may want to attack it. Instead of simulating a strategic castle siege, *Software Sorcery* places you at the end of the siege and gives you a task to complete. In order to complete this task you will have to battle your way through the castle in first person action mode.

Much like medieval **DOOM**, there are weapons around that you can pick up and use, but unlike the average action game you are not alone in your task. You can also control additional members of your party, a la a party-based CRPG.

Genre mixing is a risky business. Adding action to a strategy game is usually deadly, and role-players may not like micromanaging their fiefs, and action fans may find the strategy dull. However, it could be pulled off if the design gives the gamer optional approaches to any given situation. It remains to be seen if **Conqueror** can pull of the seemingly impossible task of unifying all of the disparate genres, but if it does, look out ❑

Your fief begins to grow



It's joust 3D

CUTTING EDGE

F-16 FLCS™

"I can't shake him!" Cries your wing man as the MiG matches his every move.

Fearlessly, you push the ThrustMaster® F-16 TQS™ throttle forward and your Falcon roars to the rescue.

The force of acceleration slams you into the ejection seat as you tear through the sky. Your skilled fingers dance over the fully programmable switches as your thumb works the TQS™ trackball.

Your other hand tightens around the ThrustMaster® F-16 FLCS™ stick as you maneuver behind your enemy.

Suddenly, the MiG falls into the funnel of your HUD. Squeezing the trigger, a lethal hail of cannon fire rips through his ship - sending him down in flames.

F-16 TQS™

Unlimited Programmability
Unparalleled Performance
Uncompromising Reality

THRUSTMASTER®

THE REALITY SPECIALISTS

10150 SW NIMBUS AVENUE PORTLAND, OR. 97223-4337 PHONE (503)639-3200 FAX (503)620-8094

Reader Service No. 97

COMMAND POST

M. Evan Brooks comments on Beating the Game

Wargaming is a hobby which focuses on two main objectives: sheer enjoyment and allowing the user to gain an appreciation of historical dilemmas and possible solutions. Such different goals could be short-handed in a beer-ish ("less filling, more taste") dichotomy as playability/historicity. While these are often at opposite poles, they can be complementary. Some games do both, and others attempt neither; it's most important in any event that designers make the focus clear. Many games allow the user to win with methods which are historically unlikely; but when the user begins to transfer his new-found knowledge to a broader milieu

The gaming market is not the only audience affected by these objectives; with the military services looking to COTS (commercial off-the-shelf software) as an economical option, the "lessons learned" issue may have broader real-world implications

The problem predates commercial software; in 1978, for instance, I was involved in a CPX (Command Post Exercise) with the 82nd Airborne Division at Fort Bragg, NC. Unfortunately, the scenario seems to be timeless — a North Korean invasion of the south was answered by the 82nd jumping in above the DMZ (demilitarized zone) in order to cut off the invading forces

By definition, an airborne division is a light entity, one which cannot stand up to a mechanized enemy for a sustained period. In the above-named exercise, while the linkup units to the south attempted to forge northwards, the 82nd Airborne Division engaged in a hard-fought defensive operation. Because the linkup forces were delayed (remember Market-Garden in WWII?) it became obvious that the 82nd could not survive as a coherent fighting force. Suddenly, the relieving force's artillery began arriving (off map) and shattered the North Korean forces.

Interestingly enough, the umpires ruled that the North Korean artillery could not respond via counter-battery fire. Thus, the *deus ex machina* proved to be a game-winner; but would *you* like to rely on the lesson learned that way? A similar, but possibly apocryphal, story of naval warfare training had an American carrier being sunk in the Mediterranean Sea. Luckily, the carrier settled in shallow water and was able to continue flight operations!

An examination of certain commercial software reveals similar possibilities. **Panzer General** (*Strategic Simulations, Inc.*; 1994 [PC]) is a superb wargame — an introduction to World War II history, challenging, entertaining. However, it is more of a series of puzzles awaiting solution than a valid learning tool. The campaign demands a series of decisive victories for the player. The Moscow scenario is particularly frustrating as long as one thinks in realistic military terms. Since a decisive victory has to be achieved in less than nineteen turns, speed is the priority. Yet the player will often end up falling short by a single turn. The not-so-obvious solution is an airmobile landing by an infantry regiment to the airfield northeast of Moscow. This regiment will find itself adjacent to a city (Zagorsk) defended only by an anti-aircraft unit. The infantry can seize the city within two turns, and begin to recruit artillery and armor units out of Zagorsk. As part of the end-game, this threat can then be used to seize the decisive Moscow city hex. The computer Russian will ignore this threat and the German player can thus build-up his "Sneak Force" 300 miles in front of his main combat elements.

The Moscow scenario in Panzer General

Napoleon at Waterloo (*Krentek*; 1985 [Atari 800]) is a real-time recreation of the most-studied battle in history. While the French attempt to smash the British defensive positions, the user often finds that the Prussian reinforcements are impossible to stop — at least in a militarily feasible manner. Instead, it becomes clear that by retaining the French Imperial Guard and lining them up vertically between the British position and the eastern edge, the Prussians can be made to crest against them and self-destruct. The tactic is ahistorical and nonsensical, but it works.

Similarly, a newer Napoleonic simulation, **Fields of Glory** (*Spectrum Holobyte*; 1994 [PC]) offers the finest database for a Napoleonic battlefield ever rendered in software. It is a miniaturist's dream come true — until play resolution. Though players can handle a smaller battle (e.g., Nivelles), the system in real-time is way too awkward. When concentrating on a particular sector, the remainder of the battlefield is left to the inadequate computer intelligence, which delights in treating artillery and leaders like panzers, pushing them into enemy formations where they are rapidly rendered *hors de combat*

STRATEGY

1. Warcraft: Orcs & Humans
2. X-COM
3. Master of Magic
4. Transport Tycoon
5. ***Colonization***

WARGAMES

1. Panzer General
2. World at War: Stalingrad
3. World at War: Operation Crusader
4. Wargame Construction Set II: Tanks!
5. ***Tigers on the Prowl***

The **Ancient Art of War at Sea** (*Broderbund*; 1987 [PC]) is a quick playing game, but its lessons learned are utterly incorrect. In multi-ship actions, the player does well when sending a single ship against an enemy fleet. It's usually destroyed, but it will also usually severely damage or destroy enemy ships in a 3-1 ratio, thereby assuring the player an eventual victory. As Captain Wayne Hughes notes in his classic text *Fleet Tactics*, "there is an expanding, cumulative advantage for the larger force" (p. 35), a lesson never learned or taught in **Ancient Art of War at Sea.**

Lessons learned can be obscured by what the user thinks the answer "should be." I am sure that the lessons of **Carrier Force** (*Strategic Simulations, Inc.*, 1983 [Apple II, Atari 800, Commodore 64]) are incorrect. In an Atari user group publication (*Current Notes*), I note the flaw in the Midway scenario: if the carriers get grouped together, they will be sunk by a large Japanese strike; conversely, if the carriers are spread out, they'll probably survive by escaping detection, despite an inadequate defensive escort. *Obviously* this is incorrect; carriers should be massed for mutual protection. Yet as both Hughes and Keegan (*Price of Admiralty*) point out, the 1942-1943 American carrier forces did not have sufficient anti-aircraft firepower: it was only in late 1943-1944 that the carrier screens were sufficiently powerful to ward off enemy air strikes.

Decision in the Desert (*MicroProse*; 1985 [Atari 800, Commodore 64]) teaches a correct lesson, but one that is well-hidden. The Gazala scenario makes it clear to players running the German side that Rommel could not roam pell-mell through the British rear. Logistics demand a regrouping and delay, the method of achieving victory is to assume a strategic offensive and a tactical defensive. A breakthrough in the vicinity of Bir Hacheim will push the British forces out of their prepared positions in an ill-coordinated (but historical) counterattack. The *Afrika Korps* can then resume the offensive after the British thrust has been blunted beyond redemption. This is not quite the rapid movement that James Mason teaches us in *The Desert Fox* (1950), but it portrays a situation in a realistic and historic manner.

Red Lightning (*Strategic Simulations, Inc.*, 1989 [PC, Amiga, ST]) depicts a NATO-Soviet confrontation. Extremely detailed, the NATO player will note the consequences of a strategic Cannae during play -- the middle can be weakened while beefing up the flanks. When the offensive begins, the Warsaw Pact will rarely even probe the center in this design; the heavily-reinforced NATO flanks can thus do a double-encirclement almost effortlessly every time.

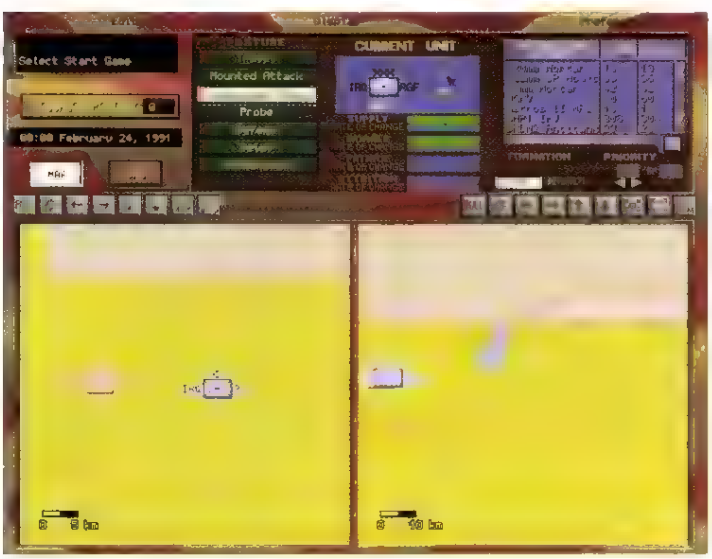
Tactical games can also fall prey to such problems. **Aces of the Deep** (*Dynamix*; 1994 [PC]) is an excellent submarine simulation. While destroyer escorts seem to mimic their historical ancestors, a wily submarine captain may be able to lure the escorts after him in a one-on-one confrontation. Historically, submarines avoided the escorts (for a reminder, see the classic film *The Enemy Below*), the escorts themselves would engage the attacking submarines in tandem or better. One escort would attack while the other(s) would maintain station and contact with the target. With **Aces'** escorts attacking one at a time, the sub can destroy them sequentially, and then surface to destroy the convoy at leisure. Thus, a single submarine career may achieve over one million tons of enemy shipping -- a rather a-historical result, to say the least! As long as the player seeks to avoid the artificial confrontation of escort-killing, the game can be played much more historically.

Warcraft: a fun wargame

Patriot (*Three Sixty*; 1992 [PC]) attempts to stay within realistic design parameters. The problem is simply that the designers forgot to include a game. The realism is apparent: movement takes place using phase lines and by establishing division and brigade boundaries. The battle resolution and movement techniques are cumbersome and obscure, however. What looks promising results in a *Harvard Graphics* spreadsheet of task force organization. *MicroProse*'s Sid Meier has often said he designs the "fun parts" first and omits elements that detract from the game. **Patriot** inadvertently chose the opposite approach.

Among the truly "fun" wargames are **Dune II** (*Virgin*, 1992 [PC]) and **Warcraft** (*Blizzard*; 1994 [PC]). With an unmapped environment, one can "map" it with a single recon unit, and then see anything that moves within the now-known terrain. Yet one remains ignorant of an enemy moving in an unmapped section within weapons range! Expect great fun, but don't take the lessons learned to heart.

The player can choose a myriad of games and systems. Unlike the actual military simulation (where fun does not enter into the equation), the gamer plays for enjoyment and education. Be aware of which element predominates in a particular product and take the historical results presented with a grain of salt. ❑



Patriot - the spreadsheet of wargames

Patriot - where's the game?

REVIEW

THE PURE WARGAME: DEATH FROM ABOVE

[redacted]

The Pure Wargame: Death From Above allowed this tanker, who never jumps out of airplanes, to command eight different World War II Airborne Assaults: Arnhem, Maleme, Saint Marie-Eglise, Kanev, Gela, Heraklion, Syracuse, and Folkstone, the projected German airborne assault on England. There are several levels of play ranging from Private to General for you to attempt your skill at the vertical envelopment

The game is fast-moving, traditionally turn based (first you move and shoot, then the opponent moves and shoots), and based on hexes. Graphics give a good sense of terrain and allow you to identify units easily but are only average. Of course the speed could just be the 80 Mhz computer the game was running on and not the code, but it would be pretty to think it is both. No more of those long waits as the computer tries to decide what to do. Insignia and thumbnail sketches allow you to get a brief history of the units in the game. Head to Head play is supported, but not through a modem or network.

After selecting your battle a campaign map appears for you to examine the whole situation. It soon disappears and it was impossible to figure out how to bring it up again. A paper map with the historical starting positions indicated would be a useful planning tool for the silicon strategist. On the other hand, this apparent lack (could be a hot-key) adds to the control problem. It gives some sense of the chaos to be found on the ground in an airborne operation.

The "King Of Battle"

To select an artillery strike you right click on the target (this also works for air) and then click on Artillery Barrage. If a unit is in range, you get a "Firing," the sound of the rounds leaving the tube and the crash of brass as the casing is ejected. The smell of cordite seemed to be wafting from the computer (Ahh those were the days). The fighter-bombers are well represented, but their loads seem heavy and they do only minimal damage.

In the mud

Two types of attack are possible. First is single unit attacks. To do this, just select a unit then click on the unit you wish to attack. You can also choose a group attack and really mass forces on the other guy. Group attacks are neat, you click on the unit you want to target, and a nice big "T" comes up. Then you right click on the units you want to attack, and bingo, a coordinated attack. When the attack begins, the sound of gunfire, cries of "Medic, Smoke, Duck" are heard as the spirit of the bayonet carries the men forward. Some of the results seemed a little unrealistic. When playing Arnhem it was possible to defeat tank companies with glider infantry companies, but this could have been skill level rather than my usual excellent tactical ability.

Victory conditions

A running score along the bottom with end of turn detailed updates allows you to see how you are doing in terms of number of casualties inflicted and sustained. Victory is based on body count, wounded, prisoners, and terrain. It offers a good compromise between the two schools of thought. One is destroy the force and the other is occupy terrain (for what its worth, Clausewitz says you should destroy the enemy army. However Clausewitz is one of those books you may never really understand).

On the objective

Unit names are listed on the upper right corner of the display (where I seldom look during a game). They really need to be next to the unit symbols for quick identification.

It would have been nice to have seen some other airborne operations portrayed in the game. Available candidates are the Japanese Airborne Operation against French Indochina, the US airborne assault against the Japanese on Corregidor, Sukchone or Munsan-ni in Korea, or against the Viet Cong in Operation Junction City in Vietnam. Perhaps in future battle sets.

This was a pleasant game to play. It is fast moving (most games took less than an hour) delivers a sense of the chaos of the battlefield to the player, and is neither overwhelmingly long nor complicated to learn. While it does not have the rich and detailed flavor of **V4V: Market Garden** it is easier to learn and can be enjoyed multiple times. The random unit drop option will provide variety once you've mastered the historical set up. Generally, an excellent game and definitely recommended. ⊣

Mike Robel

Hex Grid On/Off
Grid Off
Folkestone
Speed n Cheetah
Game Equalizer
Private
Player Mode
Computer Axis
Historical
Icons
Historical
Exit to Dos
High Scores
Folkestone, England
13 July 1940
Code named Sealion.
8 Turns
Sea Lion was to be the invasion of England by German land forces. It was to include all the elements of Hilter's powerful Luftwaffe, Wehrmacht, and Kriegsmarine in a combined effort to bring England to it's knees. This is how it might have been. The German paratroopers where to land behind the Dover cliffs and take the high ground so the sea born troops could land with very little if any resistance below. This scenario will concentrate on the airborne part of this operation. The battle for England is underway.

So many scenarios, so little time

The principle of mass attack

"*Triad* is a truly awesome game." But don't take our word for it.

RISE OF THE TRIAD

DARK WAR

"*Rise of the Triad* is sure to have every *DOOM* freak in the world lining up just to drool all over it."
— *Interactive Entertainment*

"*Rise of the Triad* provides everything an action gamer could want."
— *Computer Game Review*

"This game is the most multiplayer-friendly product we've seen. DeathMatch will never be the same again."
— *Computer Gaming World*

- Taunt your opponents with RemoteRidicule during 11-player network games.

- Adjustable Violence Level Adjustment with password for your game if you want it!

- Play as one of five unique characters (male or female) on over three levels of action!

This is the game you've been waiting for. An all-out blast-fest. The unrelenting blood and fire rampage of your most twisted night-mare. With ten incredibly vicious weapons, you annihilate the enemy. Your machine gun blasts holes in the walls. Sparks and metal fly as you blow apart everything in sight. Mass destruction has never been this fun!

Created by Apogee Software, Ltd. and distributed by FormGen Inc. 7641 E. Gray Rd., Scottsdale, AZ, 85260. (800) 263-2390.
Available on disk and CD. Supports serial, modem, and 11-player network (individual or team) play. **Reader Service No. 30**
(body bags not included)

PURE WARGAMING

Mike Robel links some key concepts in a dis

HINTS & TIPS

This article will give some general hints on how to win at **The Pure Wargame** Rather than addressing specific scenarios, we'll detail how to use the systems provided in the game to improve your performance

Preparation of the battlefield

The first thing you must recognize is how the computer calculates victory conditions. To win you must have low casualty rates and gain ground. On the other hand, you must seek to inflict large casualties on the enemy. The victory point total at the bottom of the screen will give you a running idea of how you are doing as well as the end of turn summaries

When the scenario begins, a campaign map is displayed This is the only time you get to see this map. Study this to determine where your objectives are and what sectors are easy to clear of the enemy. Normally these are the corners

Right clicking on enemy units allows you to determine their strength and morale factors with reasonable certainty It seems in the advanced levels of the game that these values may be less accurate, but are still enough to allow you to estimate how much force you need to overwhelm them.

A bridge too far

Much of the game is dependent on securing bridges and holding them Do not simply go for the bridges. First, scroll the map to examine where your forces are and decide which bridges you want to seize. First you must secure the near side. If the bridge is undefended, go for the far side right away. A group of three or four units is the best method to defend the bridge. Put one in the middle of the bridge, two or three on the enemy side and perhaps one on the friendly side As you eliminate units from your side of the river, expand the bridgehead. You might consider using Unit Options and entrenching the unit if you want to hold it for any length of time.

Victory points are also assigned for holding cities. Send your troops there in the same manner as for bridges. They are harder to defend than a bridge. Don't try to hold the city in favor of destroying enemy units You cannot cross rivers except at bridges, so going against both ends of the bridge at once is not possible unless you already have units across the river. Use multiple routes to cross rivers so the enemy will not be able to concentrate only on one spot

When selecting movement routes, use rather short legs, particularly if you are massing units for an attack Sometimes they take rather odd paths that can be frustrating. In fact, the units may go off somewhere where you don't want them to go

"Das Ende, Das Ende"

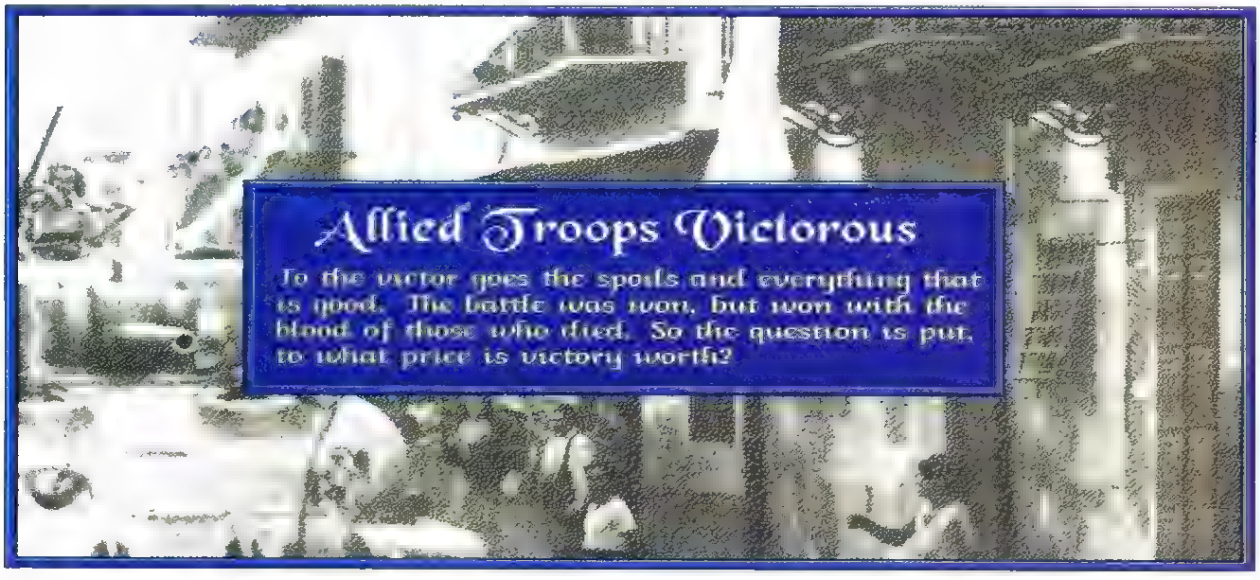
As mentioned in the review, the game does not seem to use zones of control This means that many of the techniques described in Jim Dunnegan's *The Wargamers Handbook* are invalid. Defending against the grain won't work, because you or the computer can maneuver the counter right through the gaps. In order to surround a unit, then, you must completely surround it and this requires two to six units depending on the enemy's location

Fire support

One of your first actions should be to load your aircraft by selecting airfield. This allows you to choose the armament (High explosive, Armor Piercing, and Incendiary) as well as their mission (ground attack or interdiction) You only get to do this once in the game The autoloading option provides an acceptable bomb load capable of providing good all around support

The AI uses air and artillery to attack headquarters units. This probably degrades their ability to control other units, but a more tangible benefit is gained when using them for supporting ground attacks. In the advanced levels of the game you can destroy units from the air, but it takes a lot of sorties. Only do this if you spy a dangerous attack and can't spare the troops or get them to a blocking position fast enough

Not all scenarios provide artillery and air. Artillery is especially limited; a maximum of one artillery unit per brigade is possible, but it is usu-


Allied Troops Victorous
To the victor goes the spoils and everything that is good. The battle was won, but won with the blood of those who died. So the question is put, to what price is victory worth?

IN STYLE

cussion of QQP's hit

ally less. Don't stick artillery batteries in the front line. If you are defending (a temporary condition while you prepare for an attack), put it in the center of your position so it can provide all-around support. Pay attention to its range. You will have to consult the manual for exact ranges

On the value of headquarters

There is a benefit for eliminating headquarters units, particularly in the advanced games. It behooves you not to put them in the front lines except in emergencies. In the advanced levels, units must be in radio contact with their headquarters. If they are not, they cannot participate in a group attack. When you buy the game, make sure you consult the manual for the effective command radius and who has to provide it. In one instance I had a battalion headquarters next to three other units trying to do a group attack, but was unable to attack. It may be that only a brigade headquarters can coordinate this attack. If you don't want to bother with that aspect of command and control, answer no to the RC question before you start playing the game

The spirit of the bayonet!

In order to win the game, you will have to attack. The best time to attack airborne troops is when they are first landed and have not concentrated. Use your most mobile troops to attack them before the other player gets them together

The best method of attacking is a coordinated attack. First, soften up the enemy with artillery or air strikes. Watch the fatigue and morale levels of the enemy unit as you drop ordnance on them. When those numbers turn red, you have a good chance of an attack succeeding. If air or artillery support is not available, then you will have to mass ground troops on the enemy

An attacker to defender ratio of at least three to one is recommended, but four or five to one is better. This can be difficult sometimes with the airborne units because they are only in company strength while many "leg" units are in battalion strength. You can overrun small units, heavily fatigued units, units with low morale, or low strength units during movement by merely clicking on the enemy unit while issuing movement instructions. If there are a lot of low strength units (remember, headquarters are always nice targets) it is possible for one unit to attack and destroy several enemy units before you run out of movement points

Group attacks offer the most reliable method of doing away with enemy units. When conducting group attacks be careful to click the hex *next* to the unit, otherwise your attacking unit will all alone and probably fail. A drawback to the group attack is that the units are lost to further combat for the turn, even though they may have not moved prior to the attack. Examine the target unit's strength carefully. Don't waste a group attack on a unit with only a few defenders.

An air strike is also useful to eliminate a unit that is nearly wiped out, but you have no troops available to renew the attack

Ensure you provide a rear guard to watch the back door into your airhead (no, that is not a term for a blonde, but the area in which your troops have landed). It is embarrassing (and disastrous) to have tanks running around in your rear when you are trying to get across a river

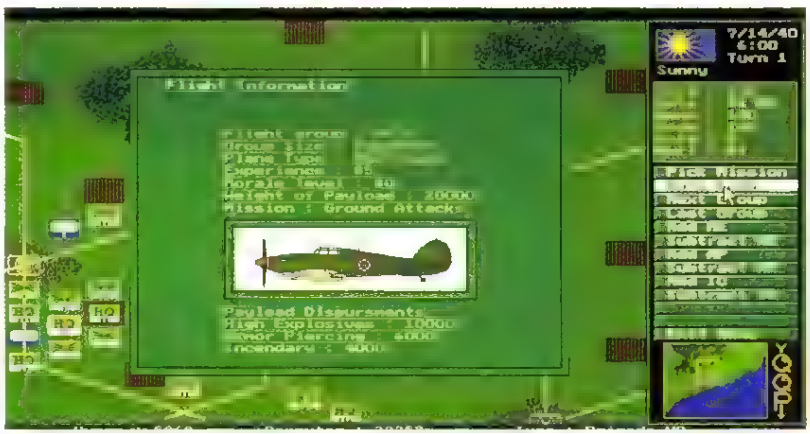
Speaking of rivers again, that is a good place to pin enemy units because the only place units can cross the rivers is at bridges (alas, there are no Robert Redford small boat assaults in this game)

Actions on the objective

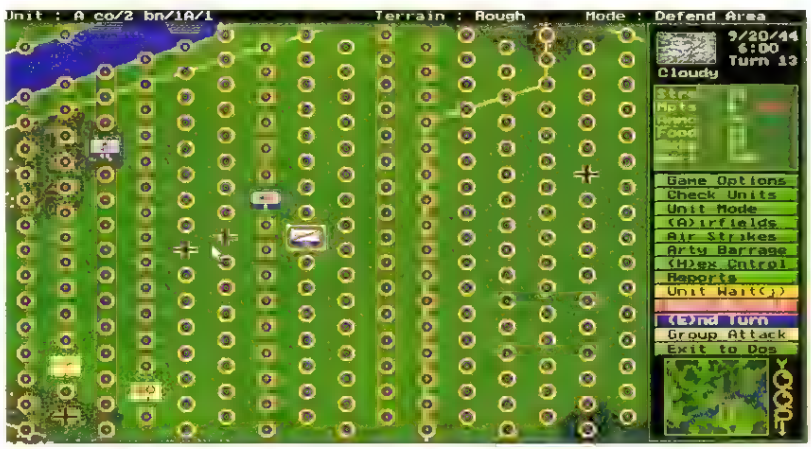
After you have eliminated the bulk of the enemy, you may want to turn on the hex control to see who owns what. Now you can go into the "Oklahoma Land Rush" mode to grab as much terrain as possible. Don't do this too early or you will find your units isolated and subject to defeat in detail. If you don't want to just wander around the map changing hex control, select "Early End" from the "Game Options" menu and

Fire for effect

Find the bad guys and pile on!!!



Loading up



"Oklahoma Land Rush"

Since **Armored Fist** was reviewed in the January issue, more time has been spent with it. As you may recall, initial impressions were not entirely favorable. In retrospect, it does look like the design can be used to put together a relatively accurate simulation of armored combat, it is a challenging game, and is worth the price. Its biggest weakness is its scenarios. In this next mini-series of articles you'll see how to improve the default game. First some basic design rules and a mini-explanation of how the threat fights. How US units fight has been discussed in earlier columns.

For a good overview of armor tactics, you can buy *Team Yankee, The Defense of Hill 781, Dragons at War* or *Mastering Tactics*. Most good bookstores either have them or can order them for you. The last comes from the Marine Corps Association for $14.95 plus shipping. E-Mail me if you want the toll free number or some other recommendations.

Some basic rules

Don't put in the fuel tanks, satellite dishes, and other "machts nichts" targets into the game. They may be all right for Hans Solo and company to take out, but they are not usually targets of a tank unit.

S Platoons should be able to defeat a threat company, a US Company, a regiment, and so on when defending. When attacking, a platoon tries to pick on only one tank, and a company, at most, a platoon at one time. Threat forces are about the same. So the defensive force should be arrayed so that the attacking company only fights one platoon at a time.

The game merely switches equipment between attacker and defender when the player decides to play Red. This is not realistic, because threat forces use very different tactics than American Forces. Design a scenario to play as Blue or Red.

The Motorized Rifle Company in the attack

The Motorized Rifle Company in the defense

Combat operations always seem to take longer than planners think they will. The actual attack may be over in a few minutes, but the approach may take a long time. For that reason, don't use a time limit when designing your scenario.

Put artillery and air in every scenario. Unfortunately, players must call for fire from the tank itself (and it is hard to remember to call for artillery in the direct fire environment of the tank turret. That is why in reality there are forward observers who usually don't get involved in the direct fire fight). So, before you blow that target away, hit the artillery button.

Let the Bradleys and their Stingers worry about the Hinds. If you are in a tank and one of the pesky creatures appears, switch to machine gun, and just hold down the trigger. If the helicopter is hovering, try a sabot round.

Lead with tanks. IFVs just die in a direct fire fight. Have the Bradleys hang back and use the long reach of their TOWs to "Reach out and touch someone."

Dig in when defending. It makes your unit a harder target to hit (which is one reason for the hard time the player has in killing enemy vehicles while watching all their own getting blown to pieces).

Fight from the map. Actually, you should alternate between tanks and the map board to see what is happening on the battlefield. In order to call for artillery or air support, you must be in the tank and be able to see the target. If you stay in a tank constantly, you won't know what your other units are doing. Commanders usually maneuver to a vantage point so they can see what is going on, influence the action (if necessary through direct fire), follow the action on the map, and report to higher headquarters so the boss can see the battlefield.

Don's shoot your own vehicles. Friendly fire isn't. I'm not sure how this works because I've been accused of fratricide in a game when I know I haven't fired at any of my own vehicles.

US companies very seldom fight on the battlefield alone. They are usually, though not always task organized. When task organized, they are called teams. A tank-heavy team is one that has more tanks than infantry fighting vehicles. A mech-heavy team has more IFVs than tanks. It is possible for a mechanized infantry company to be a tank heavy team and for a tank company to be mech heavy. Tactics and positioning for US companies has been discussed in an earlier column. For our purposes here, we'll use a tank heavy team of ten tanks (headquarters tank section, two tank platoons) and four BFVs. For variety, a mech heavy team would have 9 BFVs and four tanks. You can also go pure (14 tanks, 13 BFVs).

The "typical" (if there is such a thing anymore) threat motorized rifle company consists of eleven BMP's and four tanks, so it too is a combined arms team. The threat company may fight alone, when it is part of the advanced guard. A threat tank company may have a platoon of infantry, but not always. Tank companies are usually part of the second echelon and are sent in where the motorized infantry regiments have made a hole in the enemy line.

Opposing force tactics

When the motorized rifle company attacks, it does so in two echelons, as shown in figure 2. Tanks lead, followed by the three platoons of BMPs. The company commander is in the center rear. Occasionally, the tank platoon leader may locate next to him. Air Defense vehicles, mortars and other support vehicles may also be in the company area. Remember that there are three companies in a battalion and three battalions in a regiment, so there will be a lot of targets. This figure actually shows the formation used in the final assault that starts about one kilometer from the defenders. Prior to this point, the company has deployed successively from its place in the battalion column, to company column, and platoon columns. At the NTC, the OPFOR Regiment appears in a cloud of dust and the ground rumbles as they go by the casual observer. The Blue force is usually too engrossed in the fight to appreciate the difficulty of this maneuver. This is not just a charge up the middle. Enemy reconnaissance as much as 48 to 96 hours in advance will attempt to find weak points, report them, and direct the unit toward them.

When defending, the motor rifle company (MRC) will defend as seen in figure 3. Note that the tanks are spread throughout the battle position. Each vehicle has at least one alternate fighting position. In this case, the MRC is the center company of the battalion. Other minefields and barriers may be located farther forward. One vehicle may be placed forward of each platoon as a security outpost. Again, the commander is in the rear center, usually with the tank platoon leader close by. The place the threat intends to destroy the attacking unit is called a kill zone. The battalion usually has a small combined arms reserve to send in against a flank of the attacker to finish its destruction. Due to the size limitations of the game, they won't be simulated.

Threat companies fire on identified targets in volley. The company commander spots the target and fires. A few seconds later, the rest of the company follows suit until that target is destroyed. Then they switch to the next target. It is quite effective and impressive to watch (on film; I would prefer not to be on the receiving end). The game actually seems to mimic this pretty well.

Next month, we will build a scenario for a US attack on an OPFOR Defensive Position. Until then, Good Shooting.❑

READ BETWEEN THE LINES

MIKE ROBEL PENETRATES IMORESSIONS' FRONT LINES

HINTS & TIPS

Front Lines is a fun game of armored combat in the mid future The world has been divided into a number of cartel states, each sophisticated with a variety of impressive and deadly weaponry. Defeating these forces is a challenge, yet with careful planning and violent execution, you can do it. The first step in being successful is making sure that you disable your memory manager. This caused me quite a lot of grief because I didn't notice the entry on page 32 of the technical supplement, but the people at *Impressions* pointed out the error of my ways. After that, the game ran smoothly. Watch the opening one time, after that hit the <enter> key to bypass it. Don't use the tactics you see in the opening. Then, turn off the music. It gets monotonous

Ballistics

Like *SSI*'s **Tanks!**, **Front Lines!** units conduct ranged combat It is therefore necessary to know the range of your weapon systems before the game starts Fortunately, *Impressions* gives you a table with that information in the manuals For speedy reference, when forces are closing on each other at the dizzying rate of 24 (or more) hexes per minute, write down the range factors on the **Front Lines** Combat Reference Card. It is ever so much handier than flipping through the manual or using the on-line database

Because the game is one of ranged combat, it should not be necessary to move right next to an enemy unit to engage and destroy it. However, all too frequently you hear the words "missed" when engaging. While there is no probability of hit kill table, common sense tells you that the closer you get, the less likely a miss is. Alas, this is not so You can miss with disparaging regularity, even at ranges of less than three hexes (a miss at this range would have earned a gunner several kicks directed against his seat back in the real world). Experience suggests that you may as well get right up on the target, except for infantry For best results, attack each enemy target with three different units

Watch out for infantry!!

Your units can take unanticipated paths, so use short movement legs.

Having said that, do *not* get within three or four hexes of enemy infantry. They love to close assault your tanks and the little boogers seem to be impervious to beehive or canister and blow up tanks quite easily (infantry don't go into forests or town without 'em). Infantry units have limited movement radii, so mount them in APC's or shuttles to get them near the action. They can mount, dismount, and attack in the same turn After they've dismounted, right click on them to move, otherwise their mount rides off into the sunset

Engineers in this game are a specialized form of infantry. They can do Useful Things for you, such as erect a forcefield, lay mines, rebuild a bridge, and blow up bridges

The overrun is a useful tool, but only do it on a disrupted unit Not all classes are capable of an overrun, but the game helpfully informs you of that small fact

Fire for effect!

Artillery ranges are limited. For instance, the heavy artillery pieces have a range of 22 hexes At 150 meters per hex, that is only 3,300 meters. Today, the US multiple rocket launcher can shoot ten times further. No hanging back for the King of Battle in this game! Push him right up into the **Front Lines**! Artillery or heavy tanks seem to have the best chance of destroying enemy headquarters. You need to have a unit with a line of sight to target enemy units; so make sure you have a forward observer out there for them

The game allows for opportunity fire. Only do this as a defensive reaction against a unit that looks as if it is going to try to overrun one of your other units. Once a unit takes opportunity fire, it doesn't get to fire until the next turn.

Pick on disrupted units The more you shoot at them, the better your chance of eliminating them Even disrupted units seem to have a good chance of evading a shot

Decapitation

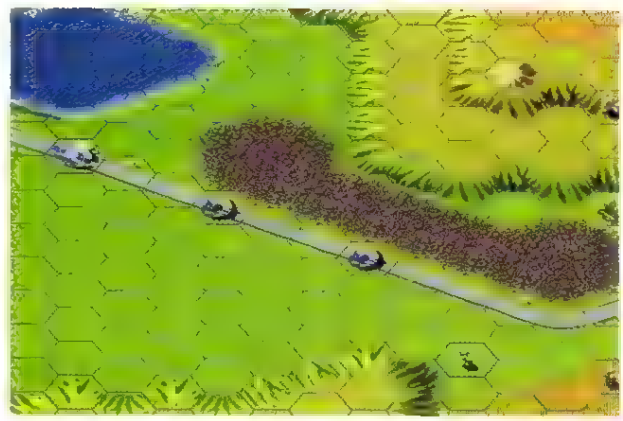
Many scenarios require you to destroy an enemy headquarters Artillery seems to have the best chance at that, followed by the heavy tanks. Push the direct fire weapons right up to them. If you have to get a headquarters, there seems to be some value in ignoring the enemy units and just going for it (ignore the fighters, boys, go for the bombers, he said as the Fokkers shot him down)

It's difficult to tell which unit the computer has selected for action Ignore the computer and right click on the unit you want to act. Then there is no mistake. It is easier to tell if you don't have the hex grid turned on

Victory brings a nice parade. Good Shooting!

Immediate Action

And the winner is ...



Contact

REVIEW

HIGH SEAS TRADER

Designed by: Chris Foster and David Lester
Published by: Impressions
Systems: IBM
Graphics: VGA
Supports: Mouse (required)

The red rectangles on this map show the areas you have charts for

Lately we seem to have been inundated with games focused on commerce, trading, and exploration. Players have piloted zeppelins, driven camel trains, and now sailed the seas, all in the pursuit of profit. Are we all Ferengi?!

High Seas Trader (**HST**) comes from *Impressions*, and it has proven to be the best of the bunch thus far. *Impressions* has made sure the game stays fun by keeping track of virtually all needed notes in the program. Regular readers of this magazine may recall previous griping about having to keep notes on paper -- or even use a spreadsheet -- to track prices in other games, causing them to be more work than pleasure.

The goal of **HST** is to establish yourself as a successful trader in the seventeenth and eighteenth centuries. Behind your comings and goings in your single ship, countries will go to war, pirates will raid ports, and storms and plague will be the scourge of farmers. Thank goodness each port has a tavern with a knowledgeable barkeep to keep you appraised of all the goings on!

Looks like an old friend

In many ways, **HST** is reminiscent of **Pirates!** from *Microprose*, with the addition of trading. You'll once again be visiting taverns to hire crew, take on passengers, or get gossip. Then you'll be sailing the world on an overhead map, taking advantage of trade winds and attempting to avoid storms and better armed enemy ships.

Trading is fairly routine. You'll check your logs to determine a good product to buy at your current port, and where to sell it for a hefty profit. Prices for products at all known cities are always at hand. The prices reflect your most recent intelligence, so they aren't always 100% accurate, but are usually fairly close. Events in the game world will have logical effects on prices. You can broaden your options by going to the chartmaker and buying charts for distant parts of the world. Once you do this, all cities located in the area covered by that chart will appear on your logs. Your crew gets downright mutinous if you attempt to sail into uncharted waters (you're a trader, not an explorer).

Of course there is combat, and sadly it is the weakest point of the game. When an approaching ship opens its gunports, your lookout will notify you and your ship will go into combat mode. Cannon can be armed with round, grape, or chainshot (good for attacking the hull, crew, and sails respectively), and can be fired singly or in groups.

The big disappointment is that in battle, land ceases to exist. Battles take place in an infinite stretch of ocean, regardless of where your ship was located when the fight began. Anyone who has read C.S. Forester's *Hornblower* novels, or Patrick O'Brian's Aubrey Maturin series, will miss those mad dashes for the protection of the shore batteries that were so exciting, or tricks such as slipping away under cover of darkness. There is no way you can use cleverness to outwit a stronger opponent.

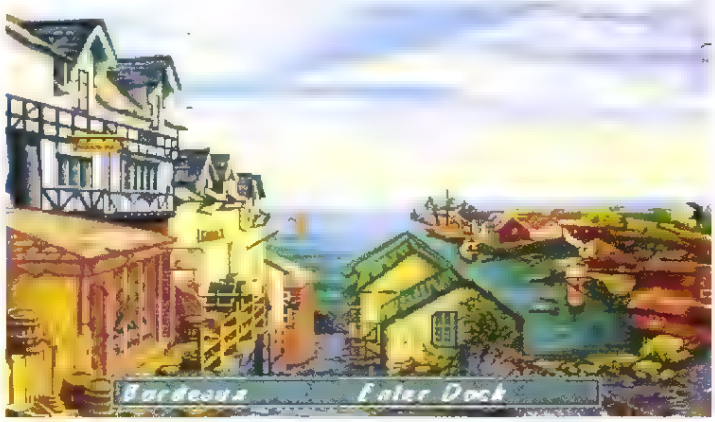
But **HST** is primarily about trading, and within that context it is excellent. Three factors govern your success: nobility (increased by visiting distant ports and accumulating wealth), honor (increased by assisting ships and helping passengers) and loyalty (increased by helping prisoners from your homeland, and attacking enemy ships). In order to advance in Guild Rating from Peddler to Viscount (the ultimate goal) you will need to improve all of these ratings. As you advance, you will be able to sell your ship and buy a larger one, and you also have the choice of mercantile ships or warships.

The High Seas are calling

Climbing the social ladder isn't easy, but difficulty comes from within the logic of the game, rather than through a struggle with record keeping or the interface. There are lots of different things to do, and different ways to approach success. Speaking broadly, you can concentrate on being a merchant making an honest buck, or a privateer gaining wealth through military conquest. The various attributes needed in order to advance force variety in gameplay. The atmosphere feels very authentic and there is a nice discussion of the history of trading on the high seas in the manual. This one's a keeper.

Peter Smith

The spyglass shows this ship to be a pirate vessel!



A quaint seaside town in France

FLY!

This is it.
Real planes.
Real maneuvers.
Real scenery.
Real flight.

FLIGHT UNLIMITED™

A Looking Glass Technologies Production

Virgin

STALING

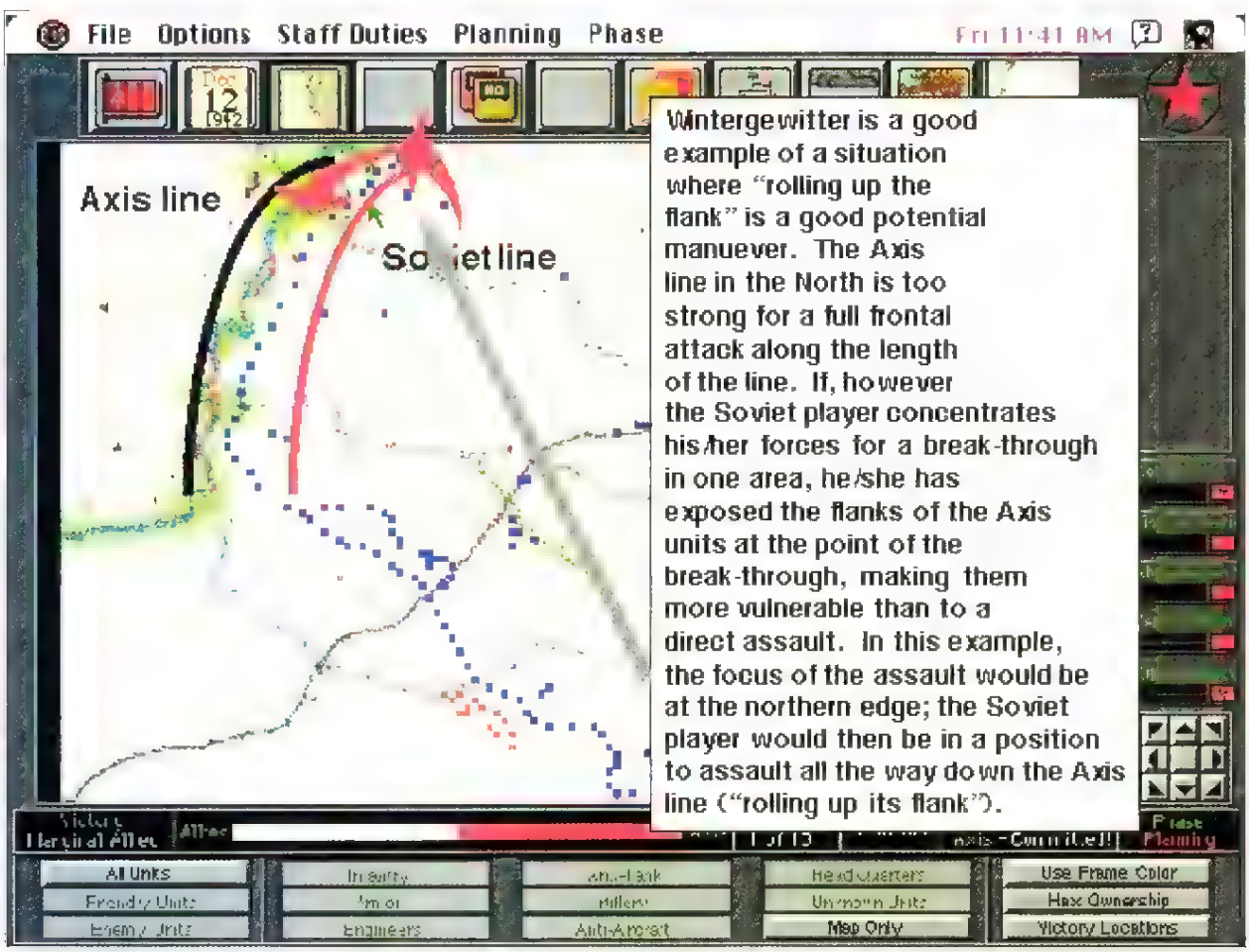
Scott Udell learns some hard lessons from the ste

This may sound strange coming at the front of a hints 'n' tips article for a wargame, but I just wanted to let you know that if you put me in charge of a unit out on a battlefield, I'd probably manage to lose in very short order. I've read quite a few books on strategy, tactics, and the conduct of historical battles and campaigns, but it seems like the information just doesn't sink in. This is one of the reasons I've gotten interested in wargames — they are tools that can help me learn and understand (in some small way) what it is like to command units in combat. Books are great, but the only way to learn a lesson well is to experience it yourself; luckily we have games like *Avalon Hill's* **Stalingrad** to help provide this experience. I've plunged into **Stalingrad** and, through sometimes painful experience have actually learned some lessons. Now I really understand what they talk about when they say "defending the flank," for example. Luckily for me as the writer of this article, I now have something to write about — these "lessons learned" will hopefully be of some help to you as you claw through the ruins of Stalingrad or slog across the snowy steppes of Mother Russia.

Watch that flank!

In this article the concept of flanks will come under discussion. For the recent initiates into topics military, the flank is (to put it most simply) the side of a unit. Like individuals, military units are strongest to their fronts — their weapons generally are oriented that way, the attention of their soldiers is in that direction, and their momentum flows that way. Also like individuals, military units aren't nearly as strong to their sides or backs, and are therefore much more vulnerable to attack from those directions. In **Stalingrad** you need to keep your flanks in mind at all levels, from the individual unit on up to the scale of the entire battlefield. On the flip side, you should always be watching for opportunities to attack your opponent's flanks or rear.

Lone units or stacks don't have explicit flanks or rears in **Stalingrad** — you can attack a unit stack from any direction and its defense strength remains the same. This doesn't mean you can ignore the concept of flanks at this level — it's just that their effects are more subtle. Take, for example, a unit with enemy units on four hex-sides (its *front* and *flanks*) versus one with enemies on only two and friendlies (or friendly territory) on its others. The unit with enemies on four sides does suffer for not having guarded its flanks because now the enemy can attack it from four different directions in the turn instead of just one or two, thereby bringing greater force to bear. The unit is also caught in interlocking zones of control.



Wintergewitter is a good example of a situation where "rolling up the flank" is a good potential manuever. The Axis line in the North is too strong for a full frontal attack along the length of the line. If, however the Soviet player concentrates his/her forces for a break-through in one area, he/she has exposed the flanks of the Axis units at the point of the break-through, making them more vulnerable than to a direct assault. In this example, the focus of the assault would be at the northern edge; the Soviet player would then be in a position to assault all the way down the Axis line ("rolling up its flank").

RAD

pes and cities of Russia

(ZOCs), thereby inhibiting its potential for movement. A battle-weary unit (i.e., one with high fatigue, disorganization, and or combat losses) that has allow itself to be "flanked" is actually in danger of surrender, even if it has friendly units to its rear and can trace a line of supply through them.

Perhaps the best way to protect the flanks of an individual unit is to place the unit such that one or both of its sides are up against terrain that the enemy can't access (like an unfrozen lake hex). This is known as "denying the flank" to the enemy. The Soviet player will probably get the most use out of such tactics in the 400m scenarios by using the Volga River hexes as "anchors" for his or her defensive lines in Stalingrad. Unfortunately for those on the defense, the open steppes outside of Stalingrad don't offer much of this kind of terrain, especially when bitter cold temperatures freeze the rivers and lakes. In this case your best flank protection at the individual unit level is having another unit on each exposed flank, and units on the flanks of those units, and so forth, thereby building up a line of defense. While such lines are immediately obvious when you start the scenarios, they can be difficult to maintain, especially when you are on the offensive. You will need to decide in each situation whether it is more important to move that stack out of the line and into that (more exposed) hole in the enemy's defensive line, or to keep it within the protection of your own line.

The concept of watching your flank really begins to be important at the larger maneuver level, as you are coordinating the actions of many units. As the Russians you can see this clearly in the "Quiet Flows the Don" and the "Operation Uranus" scenarios when you are racing down the road from Kletskay and Vlasov towards Kalach. If you're not careful, you can end up with large numbers of units strung out along this road, and with who knows what waiting just a hex or two away from the road in enemy held territory (assuming you have limited intelligence turned on). However, despite the dangers, this move (part of an even larger flanking action, discussed below) is too good to pass up, so you really need to do something to protect the flank of the column of units moving down the road. One solution is to send out an occasional small unit to the southwest and northeast of the road, widening the "corridor" of friendly-held terrain by several hexes and giving you some protection out on your flank. These units will both spot enemy units before they have the chance to strike at your vulnerable side, and they might be able to intercept them and "fix" them in place (stop their movement towards your flank) while you bring up extra forces to deal with the threat.

On the offense you always want to look for opportunities to maneuver so as to attack the enemy's flanks ("turning the flank"). As the Axis player in the example above, you'd want to look for unguarded spots to attack Soviet units on the road to Kalach. If the enemy forces are strung out and its flanks are unguarded, it would only take a small force of Axis units to attack one spot on the road, thus bringing the rush to Kalach to a halt and perhaps trapping a large number of Soviet units between the flanking force and Kalach. While a flanking maneuver is a good way to halt an enemy offensive into your territory, it may often be the only way to handily defeat a strong enemy defensive line. For example, in the Wintergewitter scenario the Soviet player can, in the north, string his or her units and reinforcements out along the Axis defensive line and attack on a broad front. You will discover, however, that such tactics don't work very well against dug-in defensive forces. Instead, you want to punch through one part of the line and begin attacking the flanks of the hole you've punched, moving down the length of the line. This is known as "rolling up the flanks" of an enemy line.

File Options Staff Duties Planning Phase
Notice how this unit has its 'right' flank up against the Volga. This is an example of 'denying the flank,' and in this case serves to help anchor the entire Soviet defensive line.

The best use of a flanking maneuver is to encircle the enemy completely (this is known as an *envelopment*), cutting him or her off from friendly supporting forces and (perhaps even more importantly) from the supplies critical to combat operations. This is in fact what the Soviet objective for Operation Uranus was: flank the German 6th Army in Stalingrad from the north (Soviet 5th Tank Army and supporting units rushing for Kalach) and the south (units from the 64th, 57th, and 51st Armies attacking the weaker lines south of Stalingrad). As the Axis player, you'll want to protect any flanks that might act as approaches to your lines of supply; as the Soviet player you will want to assault any Axis flank which will let you cut/isolate a supply line. For example, in Operation Uranus the Soviet player will probably want to isolate the 6th Army in a somewhat historical manner, then try to surround the airfields west of Stalingrad through which the German defenders can receive (some) supplies. These airfields, though tempting from a VP point of view, can be very tough nuts to crack. Instead of assaulting them head on, try to surround them, or to at least cut off other parts of Stalingrad from them. Without the supplies that these airfields provide, the German units isolated elsewhere in Stalingrad will soon become easy (or at least easier) pickings, after you've dealt with them you can turn your full force on the airfields themselves.

Pay attention to the concept of flanking: it's one of the most critical theoretical issues in military analysis.

File Options Staff Duties Planning Phase
Flanking force?
Here's a good example of unprotected flanks at a more operational level. This column is moving down a rail line through enemy-held territory. The units in the column can only "see" a short distance on either side of the column; because of this they may miss Axis units massing for an attack on their flanks. Aside from "expanding the view" of a force, flank units can also help hold up any enemy assaults on the flank until further units can be brought to bear.
Flanking force?

GAZILLIONAIRE

J. Grant Bell exercises his wrists to obtain his first gazillion

HINTS & TIPS

Gazillionaire, the newest offering by *Maxis*, is a thoroughly entertaining simulation of space trading in the distant future. It's hardly a serious game, and the economic model is relatively simple, but that's a lot of its appeal. Despite the apparent simplicity, though, it's easy to fail in this game. You'll need a sound economic strategy to attain a net worth of (gasp) one million kubars. So if you like kubars - and I know you do - read along and we'll look at some sound trading strategies.

My kingdom for a ship

The first big decision in **Gazillionaire** is which ship to take. They all look rather strange, granted, but they're the only choices you've got. Later you'll be able to get better engines, increase cargo capacity, and make other modifications. Some additions are easier to find than others, which means that certain ship limitations will prove more limiting than others.

The chart shows the six ships' various characteristics. When you pick a ship, you have to ask yourself what you'll be needing early in the game. Modifications are expensive, so you'd best take a vessel that makes sense from the very beginning.

The Whaler 2000 promises abundant cargo and passenger space, but it's not a good initial choice. Its speed can be improved, but (as we will see later when we discuss speed) a good starting speed is crucial.

Similarly, the Stinger is probably not a wise choice. Why? The incredibly limited fuel tank. Fuel costs can vary greatly from planet to planet and journey to journey, and a small tank leaves you at the mercy of current prices. Also, it's annoying to have to refuel every single time you make a trip.

The other ships are all viable choices. Perhaps the best is Le Rock, because its big fuel tank and limited crew cut down on your fixed overhead. True, the smaller cargo space can be limiting, but the best deals are often found on relatively small stockpiles of goods. Very seldom will you find a great deal on 120 units of any single product - 50 units or so is much more common. So Le Rock is definitely a solid (ha) investment at the beginning of your game.

Ship	Speed	Crew	Cargo	Passengers	Fuel
Stinger XR	7	4	100	8	15
Fly Catcher	4	5	120	6	40
Le Rock	5	3	80	5	65
Whaler 2000	1	8	130	11	50
Retina	3	5	100	6	40
Cerebralis	6	4	100	6	40

A discourse on debts

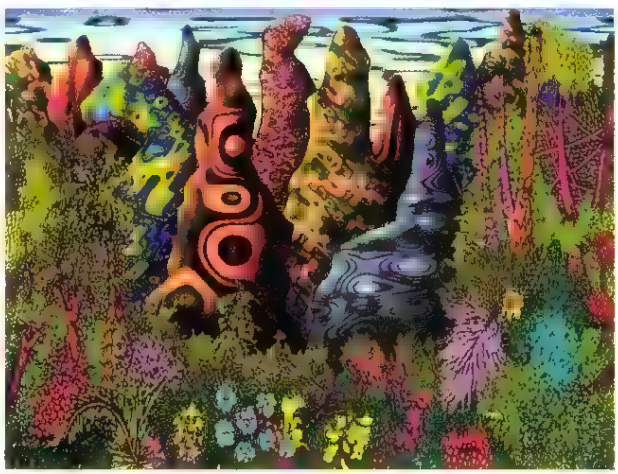
You start the game in debt to Mr. Zinn, a goofy looking alien (and no relation to Howard). He charges 4% on the 100,000 kubars he gave you. You definitely don't want to owe Mr. Zinn too much for too long. Even though I generally prefer to pay things off in one big sum (both in games and in real life), it's really best to begin paying off this debt right away. It will bury you if you don't start shoveling in the kubars after a turn or so.

Mr. Zinn can usually give you extra kubars if you really need it - look for him on his home planet and ask him. Don't borrow too much extra at the very start - maybe take an extra 10,000 just for some capital. The bank is always available, but they charge a slightly higher rate. So stick with Zinn if it's possible.

Aside from the actual loans, lots of things build up in this game - expenses aren't simply deducted at the start of the turn. Taxes can grow to significant levels if you don't keep watching them and paying them off. Crew payments also accumulate, and the crew gets more and more disgruntled until you pay them. The crew payments are an exception to the rule, however: let those build up for a while before paying. Hold off until the crew is starting to get restless, and then pay them. Why? Because one of the most common "special events" in the game clears away all your back-payments to the crew. When this random event occurs you want to benefit. So keep the crew waiting for a while!

What use is this?

There are various sources of information in this game, and not all of them are truly useful. Some, though, are absolutely vital. The



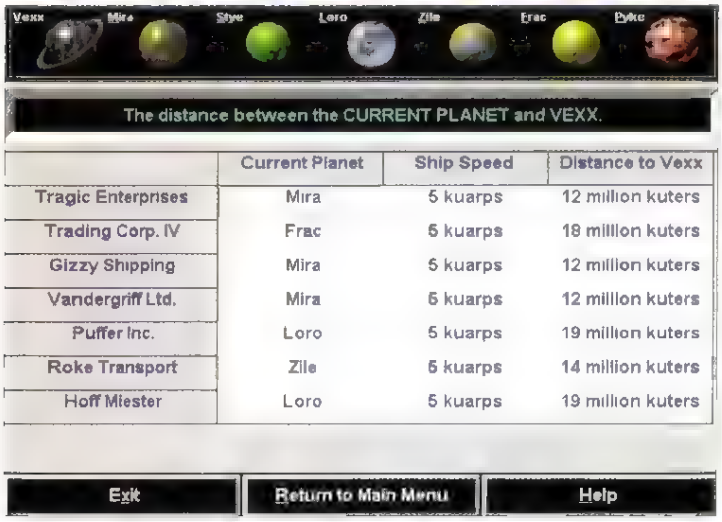
Commodity Supply Screen falls into the "vital" category. After buying a cheap commodity, look at this screen to see where the best prices can usually be had for that commodity. It's not always 100% accurate, but that's the risk you must take. The best deals are highlighted with check-marks, so you can pick them out easily.

The screen which shows you your (and your opponents') distance from any given planet is useful, but not too useful. The danger of using this screen is that you'll become too conservative. The best deals always involve some risks, and there's almost always one or more competitors currently closer to the planet you want to visit (after all, there are only seven planets). So just use this screen to decide between two planets which look equally appealing - if in doubt, go to the closest planet.

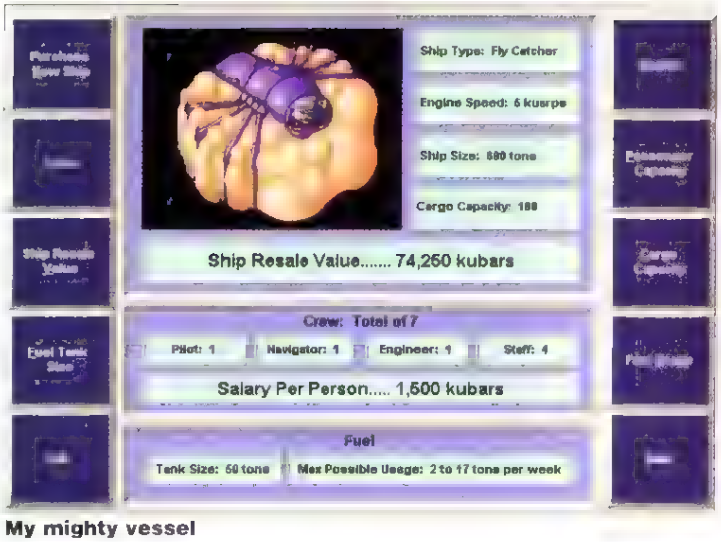
Insurance

A big question in this game is whether to buy insurance. With all the other costs you face, insurance can really drag you down. My advice is to stay away from the insurance when you first start out. Later, when you have a big lead on the bad guys (i. e. you actually have something to lose) you can get the insurance.

Still, this doesn't mean that the occasional cataclysmic accident



Taking a look at the competition



My mighty vessel

won't happen. Once I ran out of fuel in space, which was a huge expense. My one hope was to sell my huge and profitable cargo. But before I got to my destination a meteor hit the ship and destroyed everything in the hold. The game was effectively finished.

The moral of the story is that disasters happen in this game just as they do in real life. The difference is that you can save the game and restart, which I would recommend doing often. If you're not keen on saving and restarting, you can still check the news and weather before you travel, hopefully avoiding most misfortunes by heeding the broadcasted advice.

Keys to success

When new ship-related equipment is put on sale, you should consider buying it if you have the cash. Bidding in the middle to upper range gives you a good chance of winning the equipment. Bidding above the upper range will almost guarantee a win, but it's likely to be a backbreaking cost. Always remember that you're trying to make money, not a better ship. There is no final shoot-em-up, only net profit, so don't put too much emphasis on your vehicle.

Check in at every planet and look at the special actions you can take there. Some actions are completely free, and they help you out a lot! One planet's priests will bless you and give you good luck. Another planet might placate your crew, prompting them to take lower wages. Always see if you can benefit from a world's special resources.

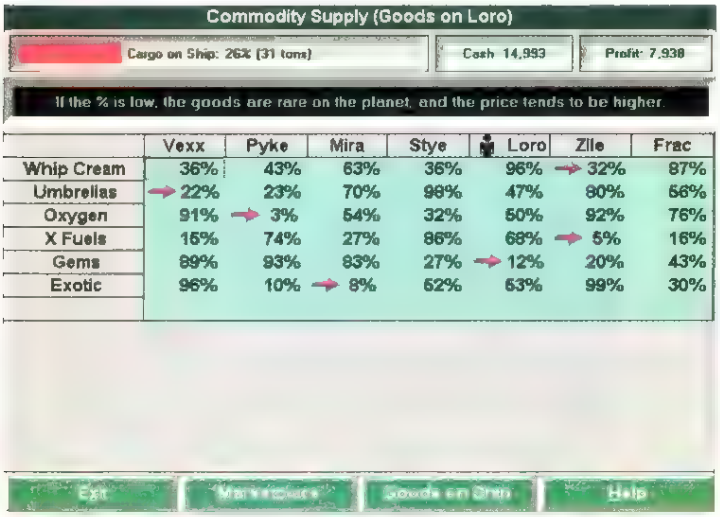
Do not allow yourself to be driven by a predetermined formula. Many people approach a game like this by setting up a fixed trade route going from one planet to another and back again, always buying and selling the same stuff. That may work to some extent, but don't stop looking for the best deals possible. A product with a high potential value that's selling near the bottom of its price range is always a winning bet. These sorts of steals can mean the difference between success and bankruptcy.

Try not to fly with any empty space in your cargo hold. You can usually find cheap products (at the very bottom of their price range) in good quantities. Go ahead and fill out your cargo hold with these. Sure, 30 units of melons with a minimum price of 10 and a maximum of 40 won't make you much cash - but if you can buy them at 10, you're guaranteed *some* kind of profit.

Take it easy on advertising at the start - it's another cost that eats into your capital, and does not guarantee results. Later in the game you can experiment more with big advertising budgets.

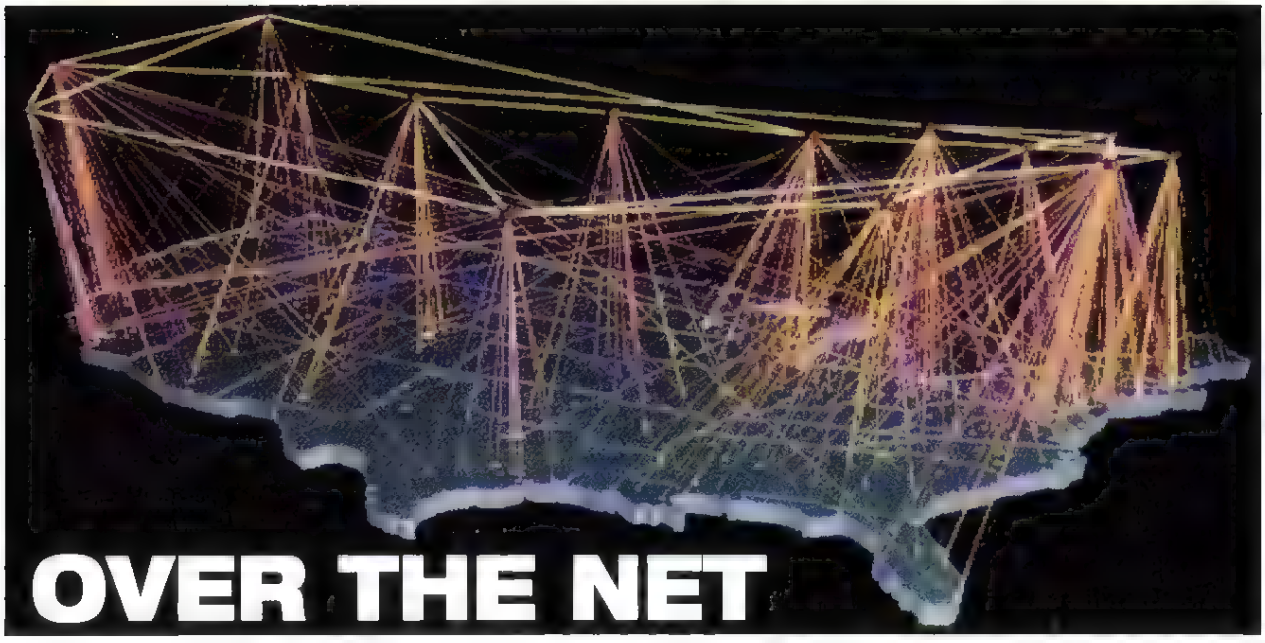
Finally, speed is important. Keep pace with the other ships or else you'll find yourself buying leftovers. A slow ship makes the same number of trips in a turn as a fast one (only one) but the fast one gets first shot at the best deals.

May bounteous kubars await you!



Here's where you get to sell your stuff

Where to go, where to go?



OVER THE NET

J. Grant Bell focuses on the World Wide Web

It seems that the passing of every month brings a new trend to the world of computer gaming. Some of these trends, like the use of full motion video, are only now appearing in a palatable form. Others, like the now-ubiquitous virtual reality, serve only as springboards for endless discussion and high-concept games that never see the light of day. In the midst of these ephemeral ideas and constantly changing buzzwords, a new form of gaming with vast potential has come into its own on the Internet and various commercial networks. Once a thing of dreams and idle speculation, true multiplayer gaming has finally appeared in a startling variety of forms. This column will be dedicated to the ever-growing world of on-line entertainment, seeking out the newest and best games and uncovering the best-kept secrets of the Internet (tanfare and applause)

This month we'll plunge headlong into the World Wide Web (WWW), the only part of the Internet that can boast user-friendliness without eliciting snickers from the peanut gallery. We'll also get a quick update on the latest word on *MPG-NET*'s **Drakkar**, and hear my urgent plea for better documentation of on-line games

What a tangled web we weave

The WWW may indeed be tangled, but it's still very manageable. But what exactly is it? In essence, the Web is a part of the Internet that's optimized for ease of use. It consists mainly of *home pages*, locations where anything from pictures to text to sound samples to movie clips can be stored. The Web user connects to a home page with a client program or *Web browser*, and then navigates from page to page by clicking on colored bits of text called *links*. For example, after installing your Web client you might wish to find a games site. If you started out at a page with lists of topics (most client programs start you out on a page with such lists), you'd scroll around on the list (or use a Search command) until you found the topic you wanted, along with relevant links. Click on a promising link, and presto! You're warped to that home page, and you can look at all the neat stuff that page has to offer. There will be links to other, related home pages, so you can click on them when you're done, thereby moving to another page with similar topics

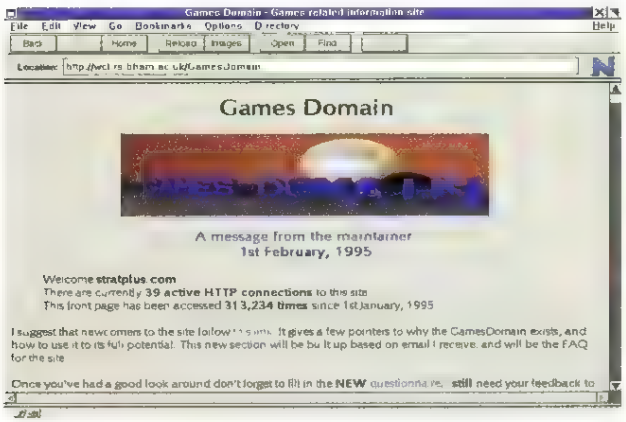
Some home pages are maintained by companies, while others are created by average people. A wide range of topics is available; many people create personal home pages which display pictures of themselves, contain text that describes them, and provide links to other home pages that they think are cool. These pages are often narcissistic in the extreme, but occasionally you'll find one with useful links and you'll add it to your list

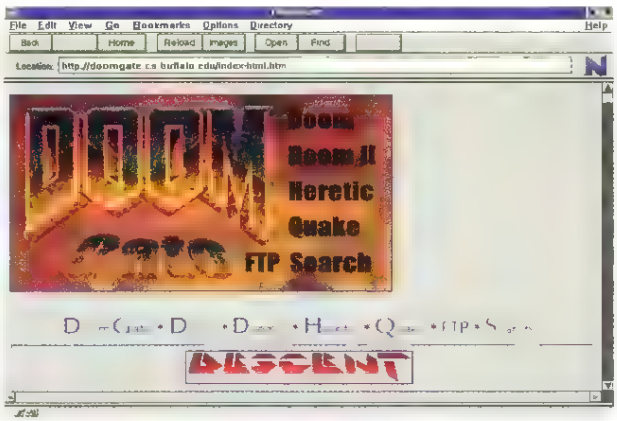
More interesting, though, are pages created by fans of a particular game. These pages contain all sorts of information, such as walk-throughs, hints, or strategies, that are useful for anyone trying to play that game. Also, some of the more elaborate pages have pictures, sound samples, and other neat features to look at.

Companies are finally starting to get the hang of the Web. In the future, you can expect to see a commercial home page for every major software developer where you'll be able to download demos and patches, ask questions via e-mail, and get info on upcoming titles

Stuck in the web

To get yourself firmly stuck in the Web you'll need several things


Games Domain
A message from the maintainer
1st February, 1995
Welcome stratplus.com
There are currently 39 active HTTP connections to this site
This front page has been accessed 313,234 times since 1st January, 1995



First, you'll need a fast modem (14.4 K is recommended) and a true Internet gateway, like a SLip or PPP link. Next you need a good Web browser. My recommendation is **Netscape**. It offers many advantages, such as the ability to download several images simultaneously. It's very fast, minimizing the agonizing delays that can kill your interest in the Internet. You can download an evaluation copy of **Netscape** via FTP at ftp.mcom.com; netscape or you can call *Netscape Communications Corporation* at (800) NETSITE.

Once you've got your browser set up, you'll need a good starting point. If games are what you're looking for, open a URL window and enter the address of the Games Domain, provided below. Save that address, because the Domain is the single best location for games information on the Web. It has links to all manner of home pages and FTP sites. Also, a new feature allows you to directly download shareware and demo software just by clicking on the provided links. It takes the hassle out of locating games on the Net.

Once you're firmly entrenched in the Domain you'll be able to scout out the links that appeal most to you; however, as new and interesting places appear they will be mentioned in this column so you won't miss them. In this issue are the addresses of a cross section of home pages. For ardent action gamers, the **Mortal Kombat** web pages offer FAQs, pictures, info and rumors about the upcoming **Mortal Kombat III** as well as the soon-to-be-released Mortal Kombat movie. The **Magic: The Gathering** home page is an example of a slick commercial home page. It gives tons of info on the phenomenally popular trading card game - take a look now, because the *Microprose* CD-Rom version of this game is set to hit the shelves by summer. Finally, the **Air Warrior** home page offers information and files to complement the popular on-line flight sim - and you don't have to pay to download, so if you're playing the game on a pay service you might consider getting those cockpit graphics here, where it's free!

Multi-Player Games Network's flagship **Drakkar** role-playing game is scheduled for a revamped engine sometime in the near future. Meanwhile, new areas are appearing to satisfy players' hunger for adventure. The Pit is the newest of these, featuring more angry monsters than you can shake a stick at.

Also, the game itself is constantly being tweaked. One of the more amusing changes involves creature hides. Apparently, longtime players had become too proficient at skinning dead monsters and selling the hides, so changes have been made to prevent this from becoming an easy road to success. (Heck with fighting, I wanna be a taxidermist!)

For info on **Drakkar** and *MPG Net* in general, call (800) GET-GAME.

A proclamation on the proliferation and separation of documentation

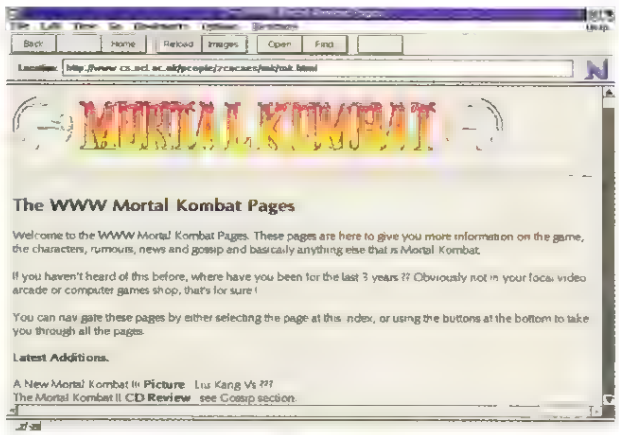
I'll close this column with a plea to commercial game providers. Not for better games (though that would be nice) but for better-documented games. Having crawled through my fair share of dungeons and battled countless on-line foes, I have come to believe that there's a real lack of coherency in the on-line documentation for multiplayer games.

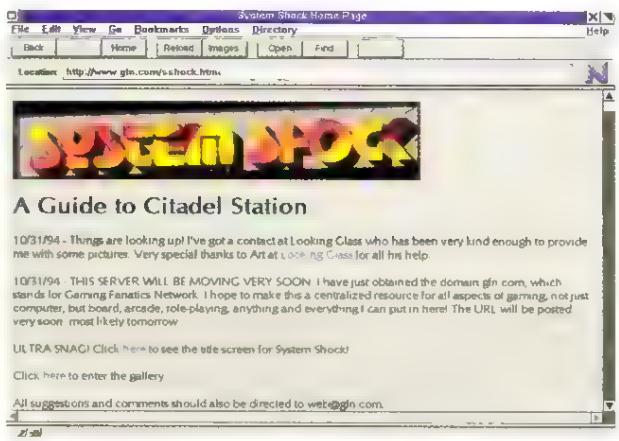
This is a bigger issue than it might first appear. The problem is not the quality of the documentation, because it is usually quite good. Nor is it the amount of information available to players, for there's often more than enough. Instead, the problem is one of organization.

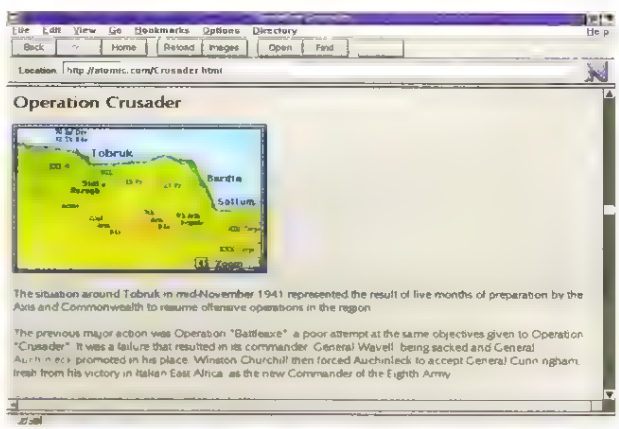
As an example, take **Air Warrior** and **Hundred Years War**, both on *GEnie*. They are rich and complex games which rival anything available in single-player format for sheer depth and detail. These are games which would be considered complicated even as traditional one-player experiences. Now think about how much more confusing and difficult to learn these games become when you add the inherent difficulties associated with on-line gaming - connection problems, multiple files to locate and download, and lengthy documentation meant to be read on an eye-straining computer screen. Now you've added some real complexity, but it sure doesn't enhance the experience!

Most on-line games have info that details which files to download and how to get started. Many offer documentation that can be mailed to your home. What the on-line gaming industry really needs, though, is a simplification and standardization of these features. Each game should have a standard one page synopsis that tells players which files to download, which files to read, and how to order printed documentation. Forget about the high-level stuff! Players who get far enough into the game to need that high level information will know how to find it by then. Or optionally, there could be a second page with supplementary information for the advanced player.

Without one-page help guides, players can end up downloading tons of files - like cockpit graphics for **Air Warrior** or charts on fief development for **Hundred Years War** - that will not help them get started in the game. True, there are on-line notes that indicate which files are necessary, but a standardized page for each game would greatly simplify the process of immersing oneself in a multiplayer experience. Until such conventions become the standard, a good percentage of the gaming public will continue to steer clear of multiplayer games.


MORTAL KOMBAT
The WWW Mortal Kombat Pages
Welcome to the WWW Mortal Kombat Pages. These pages are here to give you more information on the game, the characters, rumours, news and gossip and basically anything else that is Mortal Kombat.
If you haven't heard of this before, where have you been for the last 3 years?? Obviously not in your local video arcade or computer games shop, that's for sure!
You can navigate these pages by either selecting the page at this index, or using the buttons at the bottom to take you through all the pages.
Latest Additions.
A New Mortal Kombat II Picture Liu Kang Vs ???
The Mortal Kombat II CD Review see Gossip section


System Shock Home Page
SYSTEM SHOCK
A Guide to Citadel Station
10/31/94 - Things are looking up! I've got a contact at Looking Glass who has been very kind enough to provide me with some pictures. Very special thanks to Art at Looking Glass for all his help.
10/31/94 - THIS SERVER WILL BE MOVING VERY SOON. I have just obtained the domain gfn.com, which stands for Gaming Fanatics Network. I hope to make this a centralized resource for all aspects of gaming, not just computer, but board, arcade, role-playing, anything and everything I can put in here! The URL will be posted very soon, most likely tomorrow.
ULTRA SNAG! Click here to see the title screen for System Shock!
Click here to enter the gallery
All suggestions and comments should also be directed to webe@gfn.com.


Operation Crusader
Tobruk
Bardia
Sollum
The situation around Tobruk in mid-November 1941 represented the result of five months of preparation by the Axis and Commonwealth to resume offensive operations in the region.
The previous major action was Operation "Battleaxe" a poor attempt at the same objectives given to Operation "Crusader". It was a failure that resulted in its commander General Wavell being sacked and General Auchinleck promoted in his place. Winston Churchill then forced Auchinleck to accept General Cunningham, fresh from his victory in Italian East Africa, as the new Commander of the Eighth Army.

Home Page Addresses

Games Domain: http://wcl-rs.bham.ac.uk/~djh/index.html
Mortal Kombat: http://www.cs.ucl.ac.uk/people/zcacaes/mk/mk.html
Magic:The Gathering: http://marvin.macc.wisc.edu:80/decksmaster/magic/
Air Warrior: http://cactus.org/AirWarrior/Main.html
Warlords 2: http://192.188.107.10/~elee/w2.html
System Shock: http://www.gfn.com/sshock.html
World at War: Operation Crusader: http://atomic.com/Crusader.html

MUD II ON MPG-NET

The *Multi-Player Games Network* has a reputation for innovative games, so the prospect of **MUD II**, their newest multi-player offering, is an intriguing one. It is a text-based MUD in the truest sense, sporting not a bit of graphic chrome. For just this reason it will never be the main attraction on *MPGN*; it stands squarely in the shadow of **Drakkar**, *MPGN*'s seminal, multi-player fantasy epic Nevertheless, you can look forward to your adventures in **MUD II**, wondering what new features might warrant the "II" of the title

Sloughing through the MUD

Upon entering The Land (the mythical setting of **MUD II**), the first reaction of a veteran MUD player will be, "Hey, this is just a MUD. " And indeed it is just a MUD. The name certainly implies this, but since this game is on *MPGN* (and not available for free on the Internet) one enters the game expecting a little more Yet from the start it becomes apparent that this is a MUD through and through How so? Well, you create a character with several MUDdish statistics like strength, dexterity and stamina. The world, at first glance, is the typical mishmash of genres that one expects from a MUD (the player always starts the game in a spectral Elizabethan Tearoom which vanishes upon exiting; later, such incongruous locations such as an Italian-style villa can be discovered only a few paces away). There is the typical MUD hierarchy of levels, scaled by garnering a certain number of points. Points are gained by dropping treasure in the swamp (huh?) or by engaging in everyone's favorite of pastimes, killing things (hurrah!).

Unique?

What, then, does this MUD feature that a traditional MUD does not? **MUD II** has several nice points, none of which are revolutionary, but many of which are appreciated. For one thing, a "tour " option allows players to be led on one of several guided tours through the land These tours cover several game locations, and there's even one that shows the eight most valuable treasure troves in the game

The Tearoom that every game starts in is also a nice touch. It's a place for people to gather before venturing out into the world, and a good place to gather one's wits before entering a potentially hostile environment (player killing is allowed in this game)

A couple of non-standard movement commands help new players navigate the world. As mentioned previously, the swamp is where you dump your treasures to gain points. Typing SWAMP repeatedly will usually move you, one step at a time, toward the swamp This is useful for getting to the treasure drop-off point, but is also good for getting out of confusing areas - just keep typing SWAMP and you'll eventually find yourself on familiar ground. Typing OUT also backtracks you, though its usefulness is a bit more limited

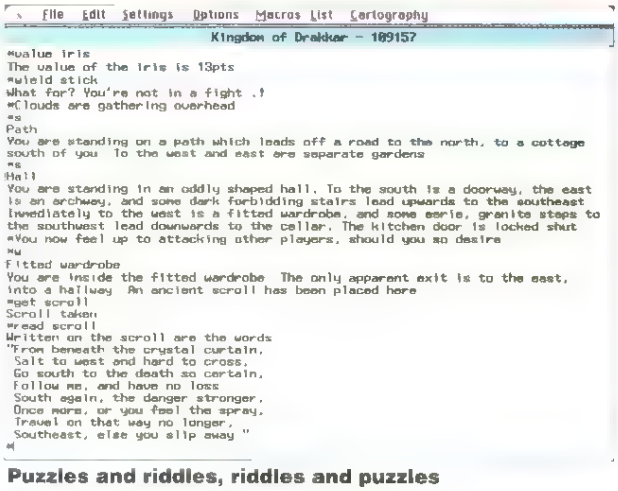
Wandering creatures and events make the game more interesting For example, Cupid might appear out of nowhere and shoot you You're then "in love" with another player on-line and will get some points if you can find them and snatch a kiss

My kingdom for a Zork

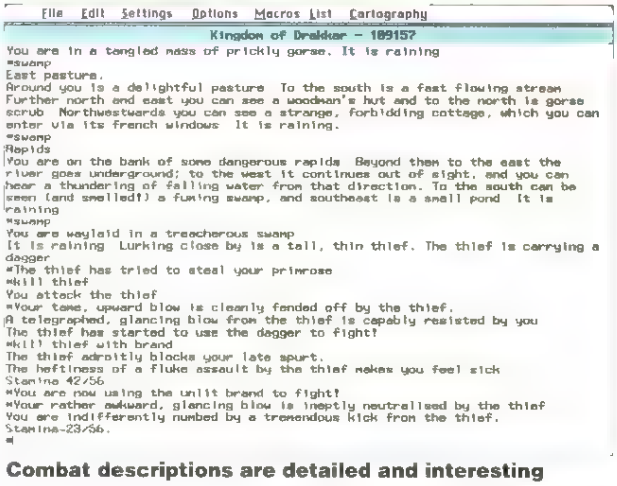
The most distinctive thing about the game, however, is its uncanny resemblance to the classic text adventure **Zork**. It evokes the same feeling of long-deserted abodes, contains similar puzzles (puzzles are a big part of **MUD II**), and aspires to the same sort of humor. This resemblance becomes most apparent when you discover the incredible similarity of specific situations in these games. In Zork, you start the game outside of a cottage. In **MUD II**, walk south after exiting the tearoom and you'll see a cottage. **Zork** gave a range of clever responses to the player's input; in **MUD II**, trying to drink tea prompts the game to tell you that one *sips* tea, one does not *drink* it. **MUD II** even has the wandering, dagger-wielding thief of **Zork**.

This is not to say that **MUD II** is unoriginal The game does stand on its own, and anyone who loved the original **Zork** will probably be delighted with this game. Also, anyone who's new to MUDs can hardly find a more laid-back, friendly place to learn about them

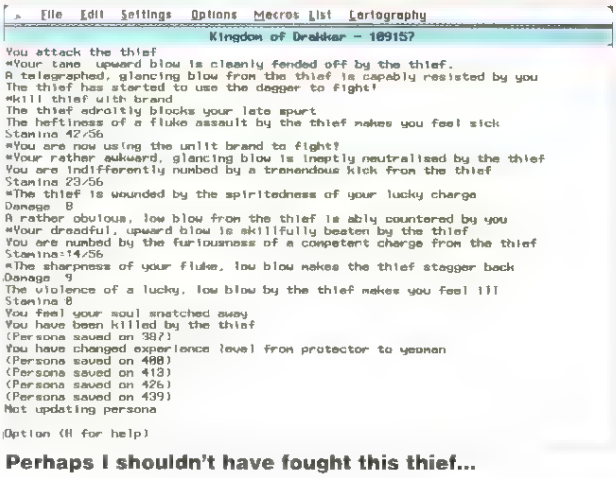
Nevertheless, it's safe to say that most experienced Internet MUDders will eschew this game. There are lots of quality MUDs on the Internet, and while most do not approach the craftsmanship and detail of **MUD II**, some of them do. Still, this is one of the more pleasant text-based games you'll find, so if MUDding is your thing, you should give this one a look after a hard day of **Drakkar**


File Edit Settings Options Macros List Cartography
Kingdom of Drakkar - 189157
*value iris
The value of the iris is 13pts
*wield stick
What for? You're not in a fight .!
*Clouds are gathering overhead
*s
Path
You are standing on a path which leads off a road to the north, to a cottage south of you To the west and east are separate gardens
*s
Hall
You are standing in an oddly shaped hall. To the south is a doorway, the east is an archway, and some dark forbidding stairs lead upwards to the southeast Inmediately to the west is a fitted wardrobe, and some eerie, granite steps to the southwest lead downwards to the cellar. The kitchen door is locked shut
*You now feel up to attacking other players, should you so desire
*w
Fitted wardrobe
You are inside the fitted wardrobe The only apparent exit is to the east, into a hallway An ancient scroll has been placed here
*get scroll
Scroll taken
*read scroll
Written on the scroll are the words
"From beneath the crystal curtain,
Salt to west and hard to cross,
Go south to the death so certain,
Follow me, and have no loss
South again, the danger stronger,
Once more, or you feel the spray,
Travel on that way no longer,
Southeast, else you slip away "
*

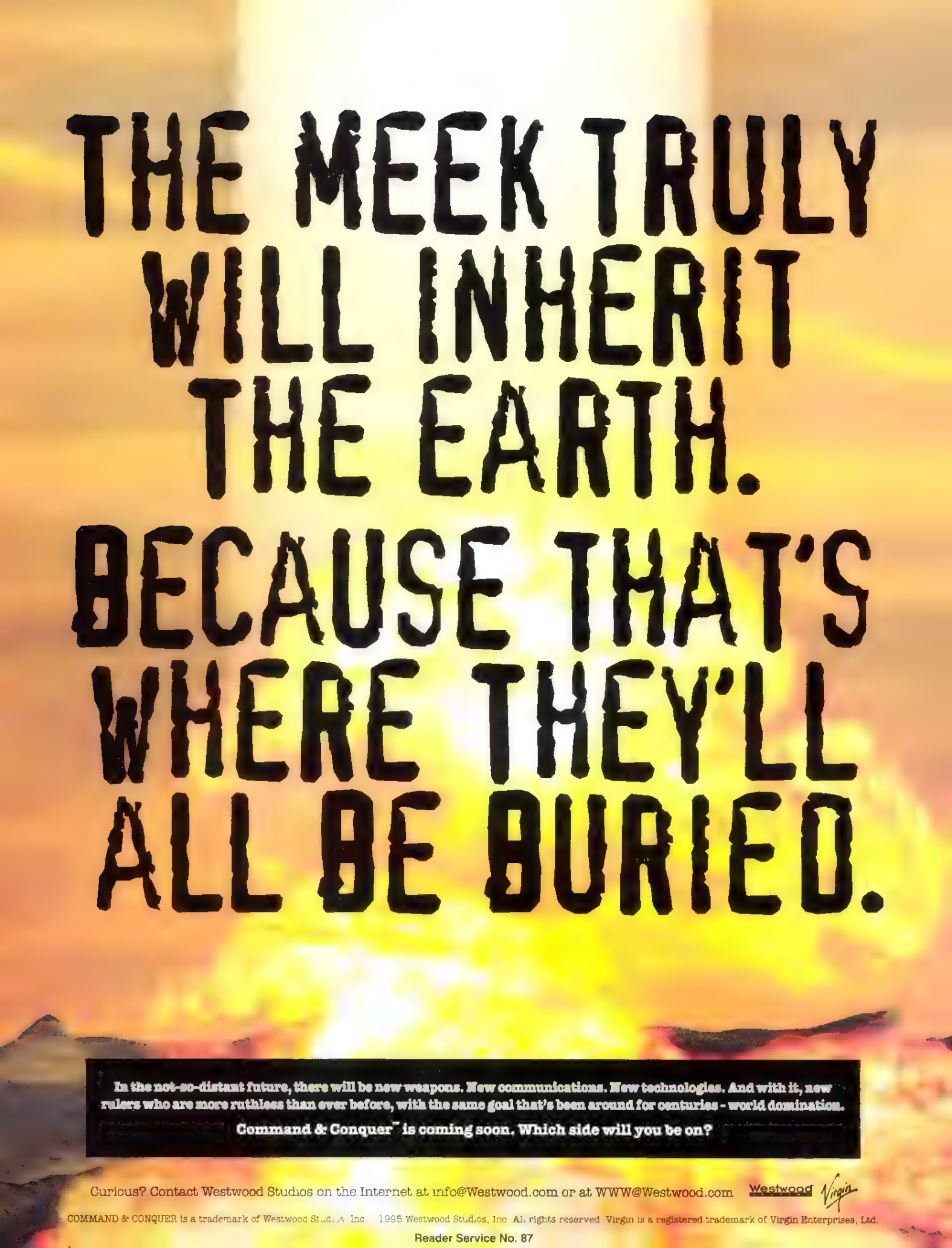
Puzzles and riddles, riddles and puzzles


File Edit Settings Options Macros List Cartography
Kingdom of Drakkar - 189157
You are in a tangled mass of prickly gorse. It is raining
*swamp
East pasture.
Around you is a delightful pasture To the south is a fast flowing stream Further north and east you can see a woodman's hut and to the north is gorse scrub Northwestwards you can see a strange, forbidding cottage, which you can enter via its french windows It is raining.
*swamp
Rapids
You are on the bank of some dangerous rapids Beyond them to the east the river goes underground; to the west it continues out of sight, and you can hear a thundering of falling water from that direction. To the south can be seen (and smelled!) a fuming swamp, and southeast is a small pond It is raining
*swamp
You are waylaid in a treacherous swamp
It is raining Lurking close by is a tall, thin thief. The thief is carrying a dagger
*The thief has tried to steal your primrose
*kill thief
You attack the thief
*Your tame, upward blow is cleanly fended off by the thief.
A telegraphed, glancing blow from the thief is capably resisted by you
The thief has started to use the dagger to fight!
*kill thief with brand
The thief adroitly blocks your late spurt.
The heftiness of a fluke assault by the thief makes you feel sick
Stamina 42/56
*You are now using the unlit brand to fight!
*Your rather awkward, glancing blow is ineptly neutralised by the thief
You are indifferently numbed by a tremendous kick from the thief.
Stamina-23/56.
*

Combat descriptions are detailed and interesting


File Edit Settings Options Macros List Cartography
Kingdom of Drakkar - 189157
You attack the thief
*Your tame upward blow is cleanly fended off by the thief.
A telegraphed, glancing blow from the thief is capably resisted by you
The thief has started to use the dagger to fight!
*kill thief with brand
The thief adroitly blocks your late spurt
The heftiness of a fluke assault by the thief makes you feel sick
Stamina 42/56
*You are now using the unlit brand to fight!
*Your rather awkward, glancing blow is ineptly neutralised by the thief
You are indifferently numbed by a tremendous kick from the thief
Stamina 23/56
*The thief is wounded by the spiritedness of your lucky charge
Damage 8
A rather obvious, low blow from the thief is ably countered by you
*Your dreadful, upward blow is skillfully beaten by the thief
You are numbed by the furiousness of a competent charge from the thief
Stamina:14/56
*The sharpness of your fluke, low blow makes the thief stagger back
Damage 9
The violence of a lucky, low blow by the thief makes you feel ill
Stamina 0
You feel your soul snatched away
You have been killed by the thief
(Persona saved on 387)
You have changed experience level from protector to yeoman
(Persona saved on 408)
(Persona saved on 413)
(Persona saved on 426)
(Persona saved on 439)
Not updating persona
(Option (H for help)

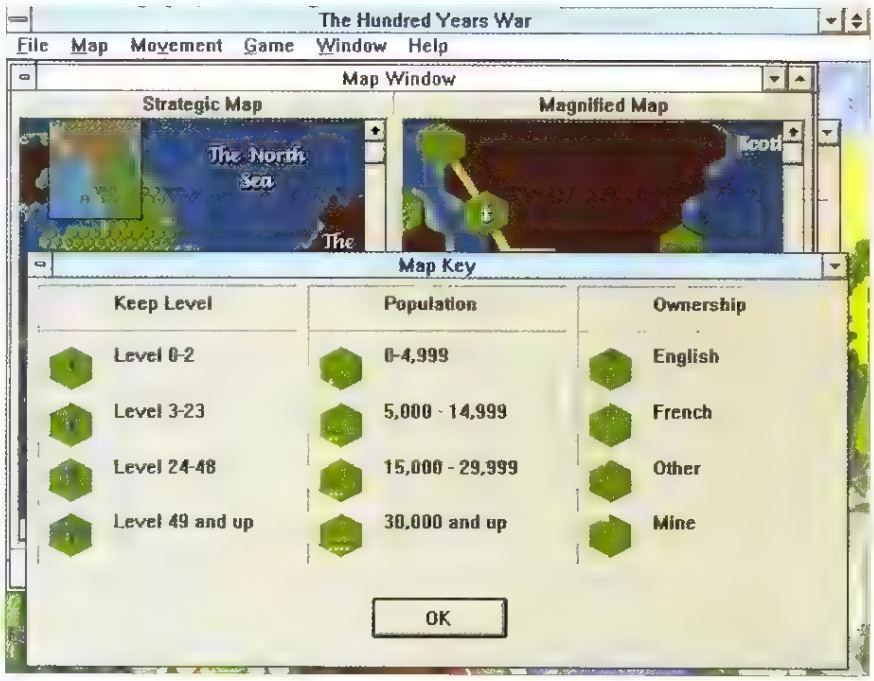
Perhaps I shouldn't have fought this thief...


THE MEEK TRULY WILL INHERIT THE EARTH.
BECAUSE THAT'S WHERE THEY'LL ALL BE BURIED.
In the not-so-distant future, there will be new weapons. New communications. New technologies. And with it, new rulers who are more ruthless than ever before, with the same goal that's been around for centuries - world domination.
Command & Conquer™ is coming soon. Which side will you be on?
Curious? Contact Westwood Studios on the Internet at info@Westwood.com or at WWW@Westwood.com
Westwood
Virgin
COMMAND & CONQUER is a trademark of Westwood Studios, Inc. 1995 Westwood Studios, Inc. All rights reserved. Virgin is a registered trademark of Virgin Enterprises, Ltd.
Reader Service No. 87

HUNDRED YEARS WAR ON GENIE

OVER THE NET

When you first take a look at **Hundred Years War** (**HYW**) on *GEnie*, you are likely to be overwhelmed. Jim Dunnigan's epic recreation of the 14th century conflict between England and France will probably look a little *too* epic to some. Much of the bewilderment may result from the game's sheer breadth, and from the vast number of actions that a player can engage in. But the game's structure is also unusual and a bit confusing, successful play in **HYW** requires proficiency in a number of different areas, and involves the navigation of a variety of game environments. So let's take a look at this curious leviathan known as **HYW** and see what makes it tick.



As you can see, the front-end shows lots of fief data at once

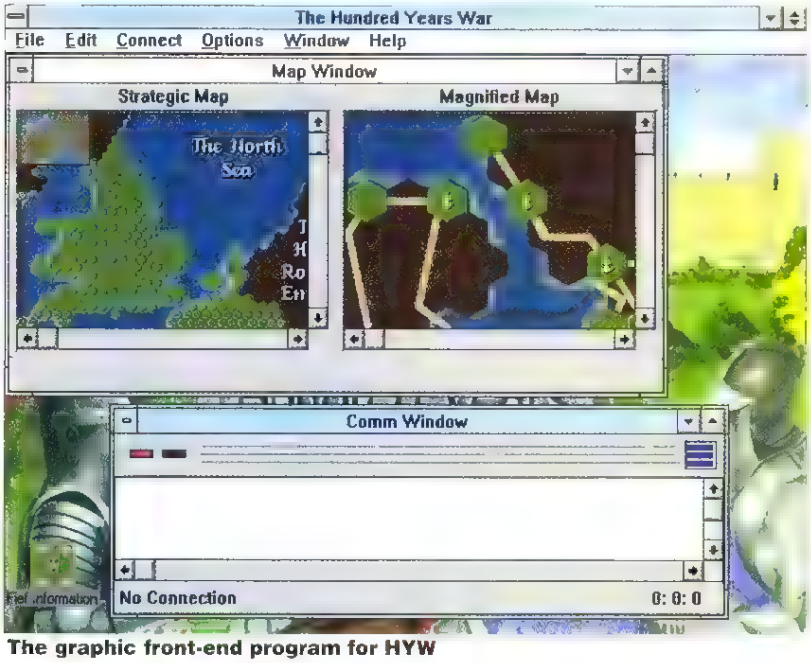
Foundations of Hundred Years War

Many games fall neatly into categories, and those which do not can usually be described as a hybrid of two popular forms. A longtime gamer can usually say "Ah, yes, this is an action game with elements of adventure games thrown in," or something of the sort. **HYW** is grounded in many traditions, however, and as a result is difficult to characterize.

One of the biggest influences on **HYW** is play-by-mail gaming. PBM games always work on a turn-based system, with players deliberating each move before sending in their actions. The moderators of the game then assimilate all the players' moves, resolve combat, and update the game world for the next turn. Similarly, **HYW** operates on a turn system. Several games run simultaneously, and each moves at a different speed. The "slow" game features two computer updates each week, while the "normal" game has four. Each turn represents a season (90 days). Players are by no means limited by the slow passage of time; indeed, the game invites careful planning and lots of forethought. Players may travel about from fief to fief, looking at the state of things, planning actions, and determining the power structure of the various players.

HYW can hardly be called an overgrown PBM game, though, because it has so many other elements. One such element is the game's BBS, where players can leave messages, plan strategy, seek out allies and spouses, and engage in a good deal of role-playing. This adds an extra element to the game, an element of real cooperation. It is very difficult to succeed in **HYW** if you ignore the social and diplomatic side of player interaction. In fact, the game's manual asserts that diplomacy is the single most important aspect of the simulation.

There is a real-time chat area as well, and it too is an integral part of **HYW**. Players are hardly limited to talking in this area. The sheer range of commands is overwhelming, you could lend someone money, make wagers, or even start a bar fight (one of my favorite options is Throw Chair). These actions all affect the game itself, making the place a legitimate game area instead of the "chat lounge" which so many on-line games feature.



The graphic front-end program for HYW

What's the point?

The goal of most games is clear-cut, almost painfully so. Recovering the lost gem makes the world whole again; killing the evil wizard ensures eternal fame. Though the overall goal of **HYW** would seem to be winning the war, there are many paths to victory. Every player gets an individual score based on a variety of things (titles, wealth, power). Players' wealth and titles confer bragging rights and status, while armies and fortifications provide defense and open up new possibilities. Family is very important as well, as more family members ensure the succession of the family line. The family line is actually more important than any individual character in **HYW**, as a killed character may be succeeded by sons, daughters, or widows. Success may be measured by any of these things in **HYW**.

The family emphasis also adds an extra level of social interaction to the game, encouraging marriages and other such arrangements. Sons can be sent to serve under friendly lords, and so forth. These personal connections draw players further into the game and add greatly to the role-playing aspect.

Historical emphasis

HYW was clearly well researched, and a real love of the period shines through in the game design. Details are usually indicative of expertise and of a real care for the subject matter, and **HYW** abounds with options and details. For example, every player controls a historical character. This might seem like a limitation for RPG players who are used to nam-

ing their protagonists. However, given the verisimilitude of the rest of the game, I would have been a mistake to let players create their own nobles. The use of existing characters, with their strengths and weaknesses, remarkable traits and unusual foibles (not to mention their historical relationships with one another) allows for a much richer tapestry than would otherwise be possible. Also, it would be a shame to let people name their own characters and thereby ruin the mood of **HYW**; imagine the Earl of Beavis and the Crown Prince Butthead cutting a broad swath through France. Amusing, perhaps, but only for so long.

Players can engage in a range of activities to bolster their wealth and power, all corresponding to tactics of the 14th century. Perennial court-dwellers can seek titles while letting their fiefs decay, occasionally asking for loans from friends or the King himself. Brazen militarists can fortify their fiefs and build great armies, bullying their way to power and glory. Sneaky rogues can attempt to play the traitor, or engage in a variety of evil deeds such as kidnapping and assassination.

Implementation

The game itself is grounded in mathematical models and statistics that should please any veteran wargamer. For example, many of a players' actions are performed not by the player himself but by NPC's (Non-Player Characters) who are recruited at taverns and other locations. These NPC's all have a variety of statistics and numerical abilities, and one of the biggest challenges of the game is to find useful, competent retainers. These NPC's can be used for very basic functions, such as serving as bailiffs for fiefs. The bailiff is critical to the success of any fief, for a friendly bailiff can ease the blow of a sharp tax increase (preventing big drops in peasant loyalty) and a miserly bailiff can cut down on the fief's operating expenses. To complicate matters, NPCs all have traits, both good and bad, which affect their performance in a variety of ways.

Each fief has ratings too, such as loyalty, level of fortification, and tax rate. Overall, the treatment of kingdoms and NPCs can be likened to the model used in *Koei's* popular strategy management games (**Genghis Khan**, **Nobunaga's Ambition**), though the range of options here is significantly larger.

Is it fun?

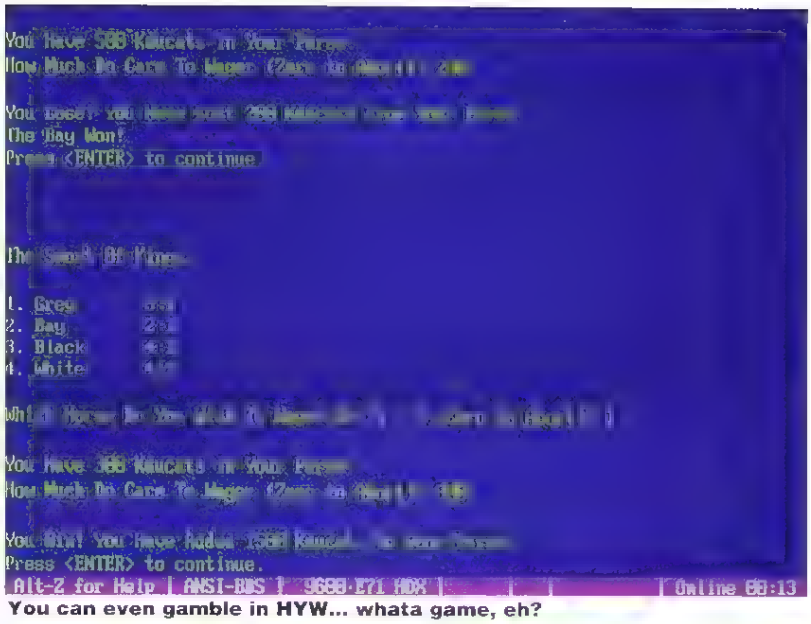
No matter how historically accurate a game is, it is ultimately judged by how much fun it is to play. Many ultra historical wargames and simulations faithfully recreate the details of the period they represent but fail to entertain. It can be said without qualification that **HYW** succeeds in capturing the essence of the Hundred Years War, but whether the game is actually fun is a more difficult question.

The design of **HYW** allows for many levels of player interaction and allows players to succeed on various levels (social standing, wealth, political power). Moreover, it allows for a breathtaking range of options ("Hah! I've kidnapped your sons!"). So how can **HYW** be anything but fun?

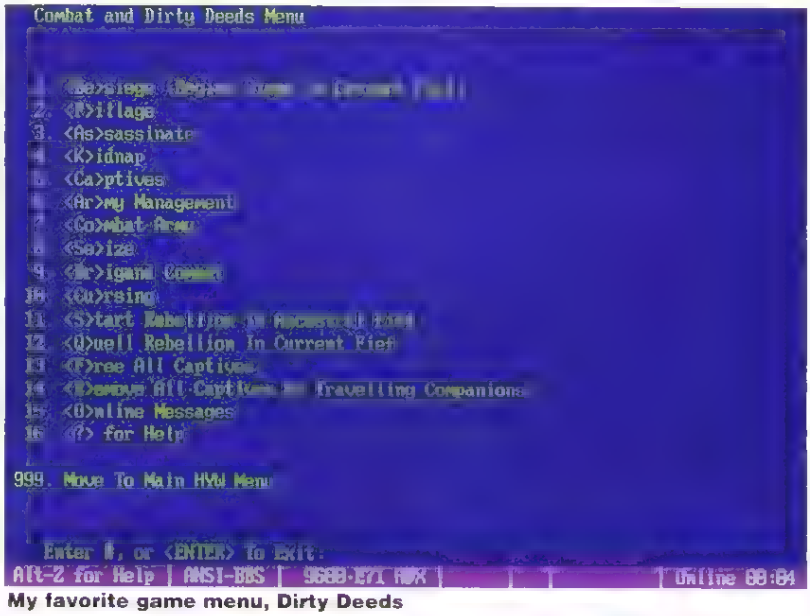
Easily. There are some people who just won't like **HYW**. Though it claims to allow both deep interaction and a friendly, easy-to-learn environment, it hardly offers the latter. There is a tremendous learning curve to **HYW**, and anyone who really wants to do well will have to spend a lot of time reading manuals, downloading maps, and studying situations. This is not a game of quick thinking and immediate gratification. Rather, it is an investment that will only pay off over time. Many gamers don't want to *think*, they want to *act* - and that's understandable. Real life is filled with situations requiring deliberation and tiresome forethought, and one of the big appeals of games is that they usually encourage daring, visceral behavior (like shooting people!) that is unusual or inappropriate in real life.

Also, it's nice to be able to jump into a game right away. You can do this in **HYW**, of course, but you won't know what you're doing until you've read pages and pages of documentation. Some people like this approach, while others do not. **HYW** abounds with documents, maps, and even spreadsheets (!), and you'll likely be downloading and reading for many hours before you're an effective force in the game.

The bottom line is that this game is not for everyone. It's complex and the proliferation of **HYW**-related documents on-line (manuals, maps, and front end programs) makes it all the more confusing. Still in a time where so many computer games are lowering the ante and catering to lowest-common-denominator audiences, this reviewer can hardly criticize **HYW**. It's a game which truly merits the adjectives "vast" and "visionary," and it offers great rewards for the patient gamer. ⌟



You can even gamble in HYW... whata game, eh?



My favorite game menu, Dirty Deeds

Hey, the Great Khan isn't supposed to be winning the Hundred Years War!

Our writers and editors selected *Origin's* **System Shock** as the best single-player role playing game of 1994. In other magazines I've seen it win or be nominated for best adventure game and best action game. What's going on here? Perhaps it's time to rethink what a role-playing game is.

What is a role-playing game?

The traditional computer role-playing (CRPG) game is best exemplified by the early **Ultima** and **Wizardry** hack-and-slash fests and the *SSI* **Gold Box** *AD&D*® (*Advanced Dungeons & Dragons*) games. They all featured different visual styles (**Ultima** had an overheard perspective that changed to first-person for dungeons, **Wizardry** was all first person, and the **Gold Box** games used an isometric view), but they shared a tie to the pen and paper games that they evolved from. You controlled a party of adventurers, who were usually a diverse group of different races and or species chosen for certain attributes they possess. You rampaged across the countryside or through a series of dungeons killing things, with a turn-based combat system that relied on strategy rather than reflexes. You would occasionally find stores to purchase new items and people who would give you information that would advance the plot, if there was indeed a plot. By the end of the game, the battles that you fought would advance your experience to the point that you could finally face the UPE (Ultimate Personification of Evil).

There were two games that forever changed the face of role-playing. **Dungeon Master**, from *FTL Software*, sent shock waves through the industry when it was released for the *Commodore* Amiga and the *Atari* ST. It was still party-based and featured a first person perspective, but what set it apart were its graphical object manipulation puzzles and its real-time combat (do you think **DOOM** and **Wolfenstein** were the first games to feature secret passageways and "press the button and something happens" puzzles? Think again).

The second important game was **Ultima Underworld**. It dispensed with the party and switched from grid-based movement (one block at a time) to a smooth scrolling, "move anywhere you please" environment (again, doesn't **DOOM** get too much credit for "inventing" this sort of game?). The combat was real-time and depended even more on the players' reflexes to defeat monsters and bad guys. The game still featured player stats, character advancement, and an unfolding plot through non-player character (NPC) interaction.

This brings us back to our original question. Is **System Shock** a role-playing game? It features a smooth scrolling, first-person viewpoint, an unfolding plot (via the logs you find rather than NPC interaction), and character advancement (through cyber enhancements better living through chemistry and technology, as I always say). It features real-time combat, but no player stats. It sounds like a role-playing game to me.

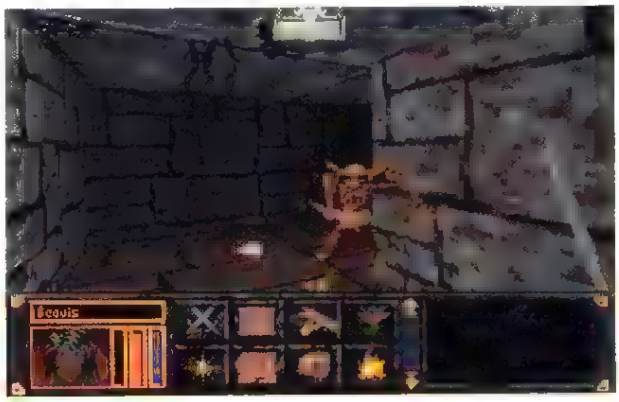
However, we still get letters that state otherwise, that somehow we are wrong for classifying it as a role-playing game. Where do we draw the line between genres? Is it the real-time combat? If so, then we can also exclude other CRPGs like **Elder Scrolls: Arena**, **Dungeon Master** (and its clones, the **Eye of the Beholder** games), and *SSI* titles like **Ravenloft**.

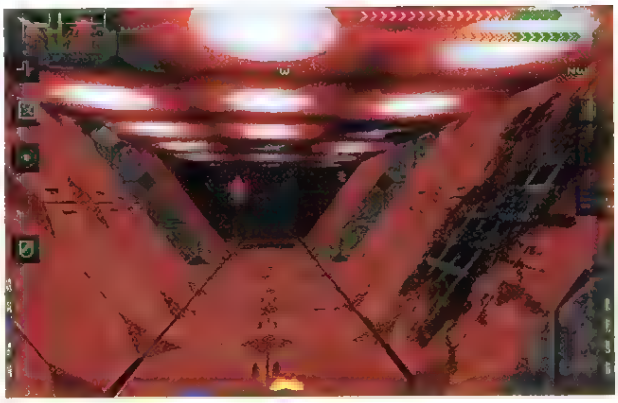
Is it the lack of creating a character, or "rolling the stats?" If that's the case then we have to exclude **Betrayal at Krondor**, as you controlled actual characters from the source material, though they advanced in experience and power over the course of the game. We will also have to leave off **Ultima VII** and above, since they decided to dispense with that aspect of the game and drop you right in the action.

So just what is a role-playing game

Role playing, to me at least, has always been more about being completely immersed in a world than just rolling characters and trying to gain experience points. Adventure games always seem to feature a more fixed and static environment, where you can only do things that the designer explicitly wants you to do, whereas a role playing game may give you multiple options. Using these criteria, **System Shock** delivers the goods and meets my CRPG requirements. Your mileage may vary.

In the end, does it really matter? Genre loyalists will think this is heresy, but isn't it time for the designers to stop conforming to some old fashioned rules and be more concerned with whether or not their game provides an overall unique and interesting gaming experience? They need to throw off the shackles of convention in order to avoid replicating the past.


Elder Scrolls: Arena


System Shock

Pagan: Ultima VIII

Top 5 CRPG

1. Ultima VII
2. *Betrayal at Krondor*
3. Wizardry VII: Crusaders of the Dark Savant
4. Ultima Underworld 2
5. System Shock CD-ROM

Top 5 Adventures

1. Sam & Max Hit the Road
2. Day of the Tentacle
3. Myst
4. Zork Series
5. The Secret of Monkey Island 2

Choice of armament and explosives for air strikes, including armor piercing, high explosives, and the deadly incendiary.

...orical accuracy rivaled by no

...Axis or Allied forces
...talion insignias
...d multimedia offers
...ntinuous and dynamic game play.
...'s, killed, and wounded will also
...unted ... and against e...

...QQP with each volume offering a different theatre.

TPW involves eight different ... embodies the actual units, specific landing sites, ... s on tactical level operations of airborne warfare ... e forces. The eight scenarios include **Arnhem**, **Maleme**, **Saint Marie-E...** ...raklion, **Syracuse**, and the ***what if*** scenario **Folkestone**, the ...almonge portio... ...Germany's plan to invade England). Each scenario is succinctly described in ... ...ne code name, date, and a map of the operation. Warfare is ... **TPW** embodies the real feel and challenge of airborne assault. **TPW** was designed to be a *"...uming experience"* as opposed to just a Tactical Wargame.

...908-**TPW**-**QQP**

Copyright 1994 Q.Q.P. All rights reserved.
IBM is a trademark of International Business Machines.

Reader Service No. 39

QQP

Quantum Quality Productions, Inc.

The rest of Hell (according to Unca)

WALKTHROUGH

Begin by making a copy of the part one save game, and renaming the copy "part two."

The next section of this walkthrough begins with ***Resurrection unlimited (alternative one)*** *which requires you to play a frustrating arcade sequence you may want to avoid. If so, skip to* ***British embassy (alternative two)***

Resurrection unlimited (alternative one)

Go to *Resurrection Unlimited* in Arlington. Talk to the technician. Go through the door. Take the mechanic's creeper from your inventory and use it on yourself. Save the game. It may take dozens and dozens of tries to creep through the security area, section by section. Examine resurrection units. One of the bodies has a Latin phrase on its chest. Go to the *Gnostic's Office* in Capitol South. Talk to Professor Coronary. He won't do anything for you until you bring him the Blaze parchment. Go to *The Collector's Room* in L'Enfant Plaza. Use the electro-magnetic gun on the parchment. Return to the *Gnostics's Office*. Talk to Daniel and the others in the next room. Get the reading list from the top of the computer (you may have to talk to Professor Coronary again before Daniel allows you to take the list.) Take the list, examine it, talk to Coronary again and write down the password GESTICULATI. Go to the *British Embassy*.

British embassy (alternative two)

Talk to everyone and then use the psychopomp on yourself and type CHARON. Talk to the ferryman and go to the *Hell Music Room*. Talk to Alice Trenton. Solve the puzzle and free Alice by left clicking on B E C A G (the silent letters in the verse Alice recites) and in that order. The DC map icon has been replaced with a Styx icon. Click on it to return to Charon.

Other hell pits

Go to the *Hell Dentist Office*. Talk to the demon. Take the dentist drill and the small NO^2 cartridge. Use nerve gas on the large tank of NO^2. If you don't have any nerve gas that's because it's still back at *Sanguinarius' Armory*. Have Charon take you there to get it. Go to the *Ratroom*. Talk to Dingo Tucker. Use the NO^2 cartridge on the rat cage. Go to the *Hell Zoo*. Talk to everyone. Take the jar of food and use it on Machalus. Take the keys from the wall and use it on the cage holding the vicious beast. Take some floating beasts, a staff and another bucket of Styx water. Go to the *Hell Ice Field*. Use the floating beasts to get over to the block of ice. Use a bucket of Styx water on the block to free the man. Go to the *Wall of Flame Hellpit*. Talk to Prudence Alala. Use the steel lid on the steam hole. Stand on the cover. Ride over the flames. If you don't have a steel lid, have Charon take you to *Beautiful's Hostage Hellpit* to get them (pick up the beer mug and fill it with vat acid if you haven't done so earlier).

Go back to Charon. Click on the DC Map to return to the British Embassy.

Massimo Eddy

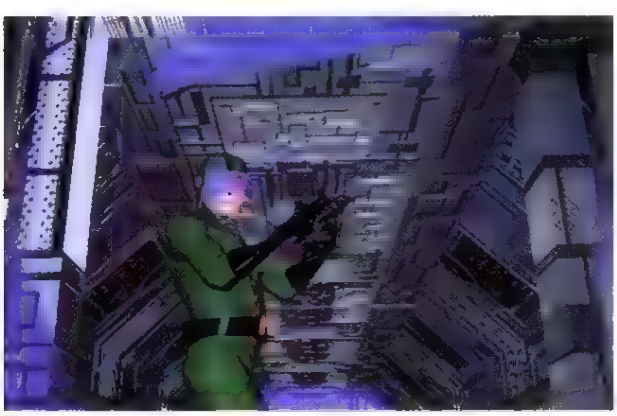
Talk to Dante. If Dante says Deepthroat is ready to talk again, use the Psychopomp and type GARAGE. If Deepthroat hasn't contacted Dante, yet, talk to Gracie Lovell in the Clean Clubhouse for some tragic news. Go to Eschatology, Inc. in the Watergate and talk to Hercule Rue Des Couers and Christy Abraxis. Then try to reach Deepthroat.

After you've talked to Deepthroat, go to the *Bureau of Records* in the Federal Triangle. Talk to Mr. Calcutta and Ms. Stinson (she gives information about *Transgressions* access code). Go to *Transgressions* (use lockpick implant to enter). Activate the computer. Type GOD'S JUSTICE, select Government Operations then Massimo Eddy. Scroll through the information. Type TRIANGLE when asked for the credentials access code. Log off. Put the template in Bene's inventory and right-click her forger skill on it. Give the credentials to Mr. Calcutta at the *Bureau*.

Go to *Lee Mansion* in Arlington. Have Splits use his psionic skill on the guards. Enter the next room. Use Beautiful's cue stick on the lamp. Enter the next room and talk to Massimo Eddy to get some notes. Examine the notes. Return to the British Embassy, talk to everyone, especially Katerina Goertz. She should have information about more hostages (if, not, come back later). Use the psychopomp to go to Charon.

Jeremy Verdi

Go to the *Bells of the Beast* to talk to Thelma Bay Chesapeake. Take stone and femur bone. Use stone with bone. Go to the *Abyss*. Talk to Jeremy and Gack. Dip the hellblade in the beer mug of acid (saving a trip back to Beautiful's acid vats later in the game). Give Gack the beer mug of acid. Take the bucket of tar. Go back to



Senator Burr does not like baldheaded technicians

These soldiers are your friends

Embassy. Talk to Jeremy. Give him the mathematical note from Massimo. Jeremy adjusts your Psychopump

Racetrack

If Dante hasn't been contacted by Deepthroat, yet, use the time to win a million dollars at the races. Go to the second room and click on the betting machine. The winning jockey is dressed in two primary colors (blue, yellow) place is dressed in two secondary colors (orange, green) while show is dressed in two tertiary colors (pastel shades of aqua-marine). Type in 90000 for your bet. After you win, accept the old guys' congratulations. Go talk to Dante

Rescue at The Pentagon

Use the Psychopomp and talk to Deep Throat. Go to *the Pentagon Reception Area*. Talk to the receptionist. Go to *Thomas Meaculps Office*. Use the walkway and enter the double door. Access the computer. Type SORROW, DECKING UNIT, WEALTH, LOS ANGELES as answers to the four questions. Return to the receptionist and go to the *Pentagon Jail*. Use Cynna's EMP grenade on Steele Jack. Use her mini-bombs on the jail door. Go to the *British Embassy*. Talk to everyone several times

More hell pits

Katerina eventually gives you the names of more poor souls trapped in hell. While waiting for her to do so, re-visit places you've been to. You may notice if you skipped alternative one that options previously open are now closed. The Blaze parchment is no longer in *The Collector's Room*, and Professor Coronary will not help you. Finally, you've checked back with Katerina and she gives you more names. Use the Psychopump and type CHARON. Go to *The Hell Steel Mill* and talk to Brett Carew. Use the staff on the gears. Go to *Hell's Desert* and talk to Walker Dash and Atroxias. Use the dentist's drill on the water jar. Go to *The Hell Schoolroom* and talk to Randal Singh and Mr. Maledictum. The base letters for the pop quiz are D, L and H. (D +1 = E, D + 15 = S, etc.) The answers are DES MOINES IOWA, LITTLEROCK ARKANSAS, HELENA MONTANA

Unholy three

Go to *Belial's Throne Room*. Use the explosive charge on the flashing section of the floor. Pick up Belial's medal after you defeat him. Go to *Beelzebub's Throne Room* and use the bucket of tar on the room. Take his wing. Go to Mephisto's Throne Room. If you have previously dipped the hellblade in the beer mug of acid you will defeat him. Take his hand. Go to *Cerberus' Lair*. Because you have the hand, medal and ring, you can quietly walk by Cerberus into the next room. Wait for the demon to leave and take the brush. Use it on Satan's Gate. Paint the words GOD IS DEAD. Enter and kill Satan

Spawner

Go back and talk to Katerina Goertz and Senator Burr. Senator Burr wants you to find out more about the members of the attack team still missing. Go to the Transgression computer. Type GOD'S JUSTICE. Go to Government Operations, Night of Re-Entombment. Type JEREMY VERDI and then GESTICULATI. Examine and read the memo the computer prints out and puts in your inventory. Return to the *British Embassy* and talk to everyone. Use the Psychopomp on Rachel and type SPAWNER

Pentagon reception area

You are automatically taken here at the end of Rachel's adventure. Talk to the receptionist. Select *The Pneumatic Delivery Room*. Enter and take one of the tubes on the floor. Right click the gas bomb on it. Give the bomb-tube to Jute and type MIRACULUM SEPULCRUM. Return to the reception area. Select the *Pentagon Chapel*. Take the taper. Counting from left to right, light candles number six, three, one, four, seven, two, five, ten, eight and nine. Solux enters. Kill her. Enter the *Hell Computer Room* (through the hole Solux entered). Use the Hell bug disk on the mainframe

The rest is all automatic. No more puzzles. Congratulations You've won!

All you have to do is get over the flames

Paying respects to the dead

Hell can be a pain

BOOTS O

Ol' Unca Andy's mythical Inn and spell of last re
for solving adventure puzzles. If all else fails, j

It's the wee small hours of the morning. Bashed is outside helping Big Bad Mama to mount Matilda, her dragon. Mama had one cup of ASCII, too many. Battered is fast asleep under the bar. Bewildered is mopping up (with the aid of spells). Mops, buckets and brooms are flying about the room. Gobs of water are splashing on me. I'm hovering over my journal.

It's February and gamers are still playing the better Christmas releases. **Death Gate** and **Kings Quest VII** remain the most popular adventures while **Star Trail** and **Menzoberranzan** are still the most played role-playing games. The puzzle-adventure **Myst** is also going strong two years after its initial release!

More about Myst

Not every one likes **Myst**. I was sent a vitriolic letter by an irate gamer who had sound configuration problems and hated the game. He had an if-it-doesn't-run-on-my-configuration-it-can't-be-any-good attitude and blamed me for his problem. And why not? I wrote a walkthrough, didn't I?

Myst may not run well on every computer or configuration. The game worked for me (not perfectly, just well enough to write a walkthrough), but it may not work at all for you. If you plan to purchase the game, get it from a dealer who will accept returns.

Another view of Hell

GameTek's **Hell** is an off beat puzzle-adventure that although flawed is still better than Steve Bauman's review (March issue) says it is. Not that Steve is the only player who found the game boring. The game has received mixed reviews, mostly unfavorable, but at least one rave. Perhaps (except for a universally hated arcade feature) the game appeals mostly to older gamers who like a good story and challenging puzzles and have the patience to play through its leisurely, complex and lengthy conversations. **Hell** doesn't seem to have much appeal for youngsters under twenty-five with short attention spans.

I agree with Steve that the game would have been better fully animated and synched. However, this would have required another disk or two. I was relieved I didn't have to swap disks.

As for the game-stopping arcade feature, I've included a way of avoiding it in the walkthrough elsewhere in this issue.

Bureau 13 only allows vampire mist in the ladies shower

Bureau 13 is not Hell

GameTek has also released **Bureau 13**, another off-beat puzzle-adventure based on the pen and paper role-playing game by Richard Tucholka. It's called a role-playing game, but the characters don't have traditional sets of attributes and statistics that can be advanced through experience. Solving the game takes more brains than brawn, evidently. There's little combat. I'm early in the game and have just been going from screen to screen, exploring, collecting objects and opening doors.

There are six members of **Bureau 13** (a **Mission Impossible**-type spy team). They each have different powers and include a Hacker, a Mech, a Priest, a Thief, a Vampire and a Witch. You can select only two of them to play the game. I'm beginning with a Mech and a Vampire. The Mech has not proven useful, yet, but the Vampire can morph into mist and seep under locked doors. Unfortunately, some of the locked doors are weather proofed!

My initial impression is that **Hell** is the better game, especially graphically, but that **B13** may be worth pursuing.

Ultima 7 on a Pentium

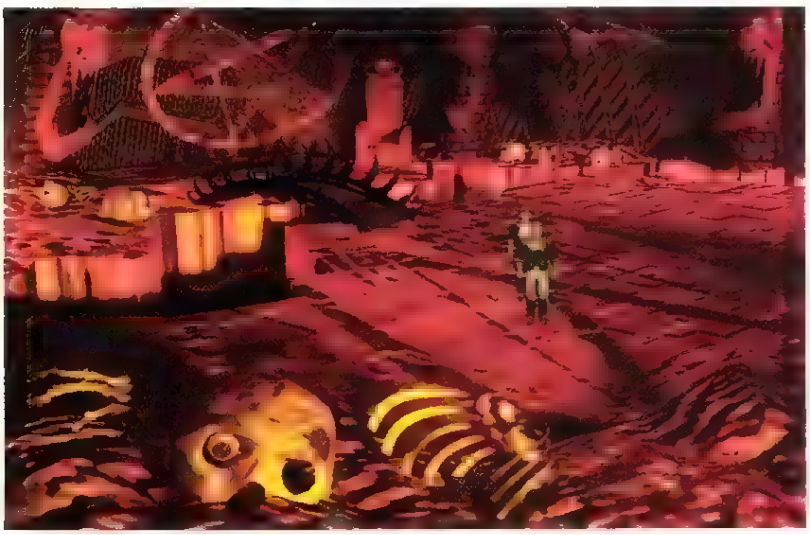
The NPCs in **Ultima 7** are a bit hyperactive played on a Pentium. There is a solution, however. You can download a utility called **Mo'Slo** from the *Origin* BBS and run **Ultima** at slower speeds.

Not Blown Away

I saw a rave review of **Blown Away** elsewhere and decided to check it out for myself. The game wasn't a popular release (being based upon a so-so movie may have been the reason for that). It only runs in Windows, but the video clips are the largest (full screen) and sharpest (like on TV) I've ever seen in a game. The plot is skeletal. It serves mostly as a way of stringing twenty-six puzzles (mini-games in themselves) together.

BA is recommended only for adventure gamers who like solving puzzles (including arcade-type) more than adventuring. It's similar to but not as good as **The 7th Guest**: little plot, excellent graphics and sound, story-advancing video clips and easy to very difficult puzzles.

The game does include on-disk hints, and you can practice solving all



Another view of Hell

OF RE

ort

st re-boot ! Heh-heh...

of the puzzles before hand (go to "Options" and select the red button)

The Naughty Knights of Xentar

I agree with Steve Bauman (see March review) that **Knights of Xentar** is a very funny but strange role-playing game. Even the NR 13 version is a deliberate combination of eroticism and innocence. The dialogue is filled with semi erotic sexual innuendo and the hero constantly rescues demon-ravaged women who offer him their sexual favors a ribald (and Japanese) version of King Arthur and the Knights of the Round Table

The artwork is *Sega* **Phantasy Star** innocent (all the characters look like tiny-tot dolls). To further the illusion of innocence are the child-like voices on the sound track. I suspect that the NR 18 version intercuts are drawings of nude or semi-nude ladies The ladies are fully clothed in NR 13

It is a simple (not particularly challenging) but addictive role-playing game recommended only for those looking for something different and a little naughty

Two endings in King's Quest VII

The prince dies in both endings, but if you give him the extra life before his soul floats up but after you turn Malicia into a baby, you get a happy ending. Otherwise there's a funeral

Three endings in Kyrandia 3

When you (as Malcolm) return from down under you must choose as companion the good conscience, bad conscience or both

If you choose **good conscience**, go to dump, get nail Go to castle and talk to pirates who turn you into mouse and throw you in jail. Pick locks. Combine fish and sesame seeds. Place fertilized seeds at locked door Water seeds with flask Talk to Zanthia Go back to castle and talk to pirates again. Leave after they tell you they want jewels. Take log to toy factory and make toy horse. Jump into basement and go upstairs into town hall Put toy horse in Zanthia's pot. Fill flask with potion Go to basement and climb out trapdoor (click on dark area in upper right hand corner). Go to Pegasus landing. Drink potion

On Isle of Cats get cheese maker from Fluffy. Go east to altar and west to Colossus. Click cheese maker on Malcolm to make cheese Feed mouse statue with cheese Take jewels. Go west, then east to

Asleep on the job in King's Quest VII

return to Fluffy. Get and sniff tuna can Back at Kyrandia, go to castle and give pirates gem and give Jean Claude fish collar. Exit castle, go to dump and get nut on string, bent nail, straight nail and flask. Go back to castle and give mice cheese. Go to bath house. Trade with Herman for crutch and three batches of sesame seeds

Go to toy factory basement and catch three eels Fertilize two batches of seeds. Water them. Escape basement by climbing through trap Take sprouts to dairy. Put sprouts in cabinet. Punch hole in milk machine. Fill flask with milk Go to your room and get portrait under bed. Go to fish cream parlor and fix sandwich machine with crutch Put seed, milk and eel in sandwich machine and take fish sandwich to town hall. Click portrait on cabinet. Give sandwich to statue. At parlor, click portrait on cabinet again

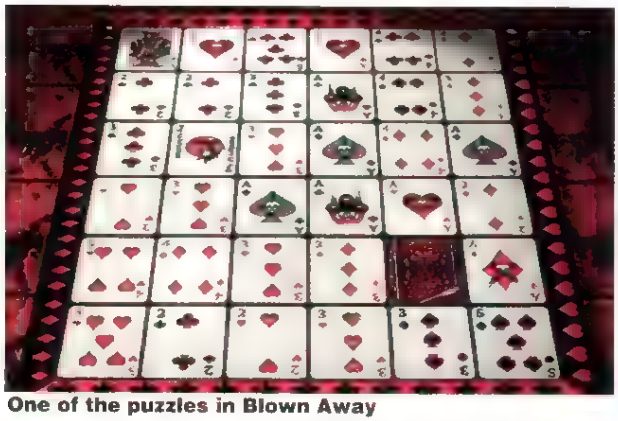
If you choose **both consciences**, pirates do not throw you in jail They mention jewels immediately. Take nail to Zanthia's house (Magician's Lodge). Unlock door and free Zanthia with same nail Rest of game is same as with good conscience, except that you must give Fluffy ten bones for Cheese Maker

If you choose **evil conscience**, you can't free Zanthia and make Pegasus potion. After talking to pirates about jewels go to basement of toy factory. Click corners of carpet in basement of toy factory to teleport to Darm and Brandywine's room. One corner emblem on carpet lights up green, one lights up red before successful teleport Brandywine wants squirrel in exchange for potion. Put sesame seeds on railing at dump and hypnotize squirrel with nut on string Go to yellow tiled spiral to drink potion. Everything else is same

In all endings look in dump for fish collar after coming back from Isle of Cats. Some objects are where you left them. Others are in dump

After awhile, crocodile

I'll be back next month to dilute disturbing, disquieting difficulties In the meantime, request assistance in solving adventure puzzles from Unca at *Strategy Plus* or write to User ID 71202,3451 on *CompuServe*.❑



One of the puzzles in Blown Away

Go to the yellow bricks to teleport in Kyrandia 3

HINTS & TIPS

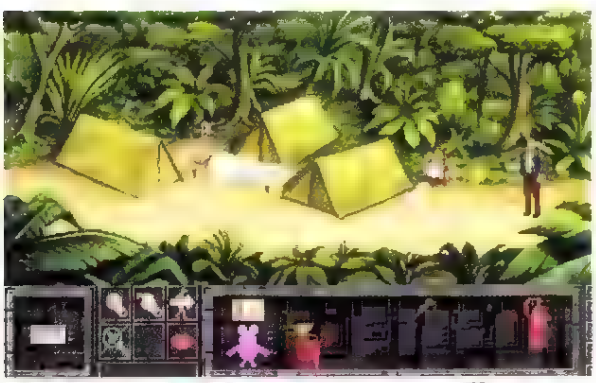
GUILTY

REVIEW

Designed by: Divide by Zero
Published by: Psygnosis
Systems: PC CD-ROM

"I never touched the cow... honest"

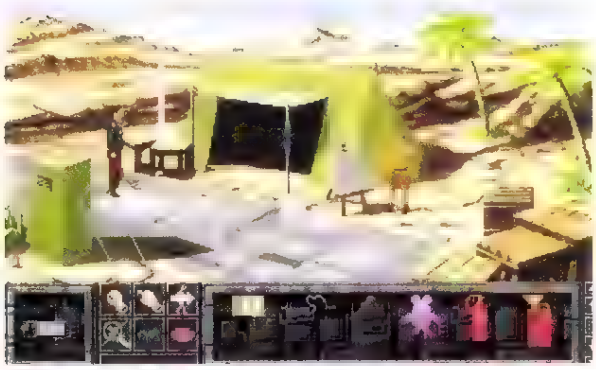
We have *48 HRS* to thank for the preoccupation with buddy films in Hollywood (it wasn't the first, but it begat the *Lethal Weapon* movies, *The Last Boy Scout*, and, the seminal *Turner and Hooch*). Buddy movies are incredibly formulaic, featuring the usual pairing of complete opposites who engage in all sorts of witty conversations (and sexual tension, be it man-woman or even man man, but we won't go into that here) before learning to understand and or respect each other (of course if they are a man and woman they will inevitably end up in bed) and defeat the bad guy.



Help these guys out and you'll help yourself

Since the gaming world has recently been trying its best to copycat Hollywood (rather than stake out any new ground, *sigh*) we have seen quite a few buddy games. *LucasArts* has been the biggest culprit, from **Sam & Max** to **Day of the Tentacle** to **Indiana Jones and the Fate of Atlantis** they have given us odd pairings of odd people who go on odd adventures. However, like a good filmmaker, *LucasArts* have enough skill to take the derivative or mundane and at least make it thoroughly entertaining.

The latest adventure game from *Psygnosis* is a buddy picture that follows the formula so closely that you can almost predict the bad lines from the start. The game is called **Guilty**, which is a sequel to last years overlooked **Innocent Until Caught**, and the new game is nearly identical in graphics, interface, and attitude. It is in Hollywood terms, a *high-concept story*. It can be summed up in one sentence: sexist male outlaw Jack Logan teams up with tough, feminist female cop Ysanne Andropath to trade witticisms and solve a mystery, ultimately banding together despite their differences and conquering whatever it is they need to conquer.



This guy obviously shops at the gap

This question is obviously directed at the reviewer

Play it again, Sam

Unlike other adventure games that claim they are replayable but usually aren't (including the beforementioned **Fate of Atlantis**), **Guilty** truly is. It is actually two adventure games in one, so to really get your dollars worth from it if you play it twice, once as Jack and once as Ysanne. The puzzles are completely different for each character, as are the actual tasks you need to complete. For example, Jack starts the game in a cell on Ysanne's ship. Your first task is to escape and damage the ship. After landing on a planet, you must find fuel for the ship. Ysanne's adventure starts after Jack has damaged the ship, and her task is to solve the mystery of the planet. Objects that appear in one characters' game do not appear in the others.

The game is your basic point-and-click adventure. You have the usual object examination and manipulation icons which can be accessed either by selecting the icon at the bottom of the screen, selecting a keyboard hot key, or by cycling through them with the right mouse button. One feature that's missing here is the intelligent icon selector, where it guesses what you'd be most likely to do to the particular object. For example, you'll never want to take a doorway, so why bother allowing you to even try. Why not have the cursor default to walk when you select that object? In the game's favor is another *LucasArts* trademark. You cannot die or do something that will have a negative effect later in the game.

The dialogue is typically buddy-film lame, with all of the sexual innuendo and machismo that you would expect. Example: She says, "In your case, I use the term 'man' loosely." He retorts after she places food outside his cell on the floor, "Mind you, if my tongue were that long you'd let me outta here in a second," the former being trite and predictable and the latter being admittedly fairly humorous. The voice acting is average, though I probably could have lived without the ships computer sounding like Joan Rivers doing the Jewish mother thing.

If story is all you're after with these things then look elsewhere, because the story is really a throwaway. It unravels as the game progresses, but it isn't the game's strength. No, the game's strength is that it is a throwback to a more puzzle-based adventure game. It really aspires to be a *LucasArts* game circa **Fate of Atlantis**, and that is immediately obvious when you start playing the game. The characters flail their arms when they talk. The graphics would have been spectacular in 1992, though it is refreshing to see hand drawn art over the current preoccupation with rendering (though there are rendered cut scenes). That **Guilty** fails to reach the level of excellence found in a *LucasArts* game is more of a testament to their quality than **Guilty's** lack thereof. It's not bad – derivative yes, but not bad, and quite often entertaining. It's an, erm, **Guilty** pleasure, that, when compared to some of the bloated, overrated, and downright terrible major releases, seems like a masterpiece.

Steve Bauman

RULE WITH AN IRON FIST

IRON ASSAULT

blasting bot.

THEN PREPARE TO CRUSH

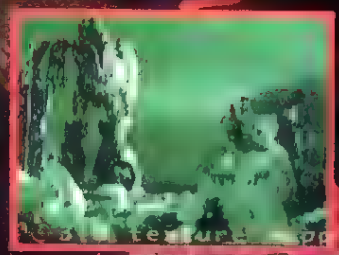
power-hungry corporation.

Earth TO FEND 'EM

you've got br

But first

stop you.



terra[mountains
ice, desert and
hell] transforms
mission into a
grueling challeng

KIDS TO ADULTS

THE HANGAR

Crunch goes gambling in Las Vegas this month, spaces out with a Firebird and then takes a wrong turn

To round out the commentary started last month on scenery disks and such, we should finish up for now with some discussion of *BAO*'s latest release, **Las Vegas**. Boys, this one blows everything else away! Just take a look at the screenshots splattered around the page. I've *never* seen anything as realistic looking as this stuff. The artwork for the up close views of buildings in sin city proper is amazingly detailed, as you can see. Heck, even the neon signs for specific attractions are readable if you're willing to scare the pedestrians. And once out of the city, the photo-realistic texture mapping overlaid on top of the scenery base is some of the most carefully designed yet to show no warping, no sudden hitches and changes in detail from one altitude to the next, etc. For those of us who enjoy the pleasant spectacle of touring the countryside in a Cessna, **Las Vegas** is really a culmination of the kinds of graphics anyone running a fast computer might imagine as the basis for entertaining flight simulation.

There's a problem, though. Not with **Las Vegas**, it's probably a hint of Things to Come in **Flight Simulator 5.1**, at least I hope. But with the whole issue of photorealism in scenery. Look at the preceding paragraph. That's about all you can say, eh? No matter how great it looks. And the same thing is true for the experience of flying around in such scenery: true, the photorealistic representation of the mountains surrounding the Vegas Bowl makes flying around in them much more interesting than flying over flat, abstract polygons. But only for a little bit. Where's the goal? What's the challenge? How to focus on something? Is flight simulating stuck between just kinda spacing out somewhere over Imaginary ville for hours on end, with periodic checks of the instruments and the outside view to keep boredom from setting in, and the opposite attraction of sitting in session after session of white-knuckled, acid-splashing fury dodging SAMs and targeting other planes for incineration? Or are there alternatives?

The issue is, how to set up a series of goals and challenges and points of interest to make *using* one of these things continuously attractive. After measuring the roll rates, checking for spins and stalls and shooting a few hundred approaches (and a few hundred planes), where is there to go, really?

All this is to suggest that flight and air combat simulating's gotta move towards something more than the hardware and the environment.

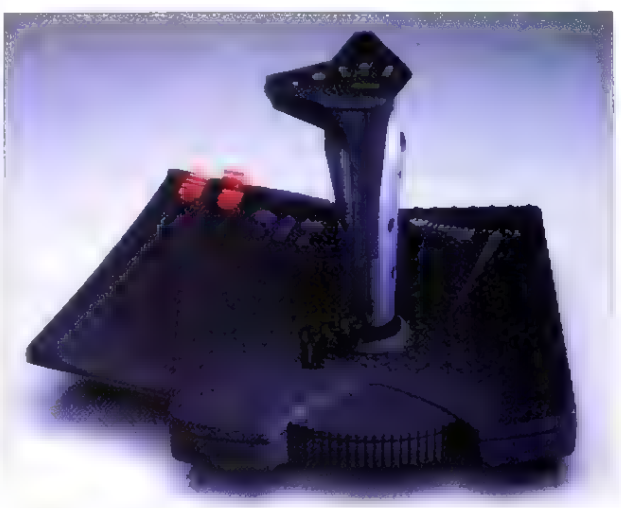
And so we go back to the folks at Embry Riddle for the third installment in their *Flights of 13Mike* series of books, this one focused on "Arienteering." Arienteering is a spin-off of Orienteering, a leisure activity the few and the proud engage in on weekends with compass in hand and apple in pocket. Lose yourself in the middle of nowhere and then, using skills developed over time and a few pre-arranged landmarks, find your way out to a pre-planned destination.

In the case of Arienteering in *Arienteering with "13Mike,"* the process involves combining a knowledge of flight history with navigational technique, to take a tour of a number of specific areas on a series of legs (spider time).

The neat thing about *Arienteering* is that heck, it's almost an adventure game built around playing with **Flight Simulator**! Based on your responses to a series of questions about aviation history, you are guided from Air Leg to Air Leg in the book (different answers send you to different Legs); with enough correct answers, your route actually gets you somewhere (the book asks you to set yourself up using the software's built in coordinate system for each tour, sometimes at a designated airport, sometimes out in the middle of nowhere; the goal is to end up at a specific location, in any event). Too many wrong answers send you to a dead end. The various tours and legs are cleverly designed to put you at destinations related to the period of aviation history that's the basis for the quizzing you go through as you fly each leg.

Each of the historical segments of the book takes a different focus. The first chapter concentrates on the early pioneers of aviation, from the Wright Bros. on, the second clues the player into the early history of air navigation, and the third details WWI and later air combat.

The commentary in the book — meant to be read during a flight — is great fun, not only does it flesh out the in-between times while flying, it



Advanced Gravis' Firebird

Simulations

Flight

1. 1942 Pacific Air War
2. *Wings of Glory*
3. F-14 Fleet Defender
4. Falcon 3.0
5. Aces Over Europe

Land-Based

1. Aces of the Deep
2. NASCAR Racing
3. Great Naval Battles 3
4. M1 Tank Platoon
5. *Seawolf*

Fictional

1. TIE Fighter
2. [illegible]
3. Magic Carpet
4. MetalTech: EarthSiege
5. Wing Commander III

is entertaining in its own right, and is integrated quite effectively into the rhythms of what you have to do to stay on course during a leg (i.e. longer written sections fill in the longer spaces between navigational actions, and shorter anecdotes keep you hopping when things get busier)

All in all, *Airenteering with 13Mike* is a brilliant idea, and should clue software publishers of flight and air combat simulations into some of the kinds of things that could be done to make the in-game experience (this is what we're talkin' about, not the multimedia shell too many CD-ROM-based products come with these days) more enjoyable and more focused.

Airenteering with 13Mike, along with the other books in the series, can be acquired from *CalMil Publishing*, 2224 Katahn Drive, Prescott, AZ 86301. Check these guys out — they teach flying and flight history at Embry-Riddle, and they definitely know what they're talking about in this series.

OK — onwards. *Advanced Gravis* popped in just a couple of days back with the beta version of their latest joystick (can you imagine a *beta* joystick?! Yep, they exist, it can now be confirmed, and the demo even made the thing *look* beta-ish, as a minor ROM error showed up on-screen during programming. Not to worry, the other beta worked fine and the final stick — as with everything *Gravis* has released of late — is likely to be quite solid).

This stick — the *Firebird*, they call it — is in many ways an improvement over the original effort to produce a complex, programmable joystick, i.e. the *Gravis Phoenix*. The latter has limitations in what you can do to program each of the included buttons, and more importantly for some, seems a little bulky and less effective than might be hoped in the throttle rudder control arena (the throttle rudder control unit can be tough to manage precisely with some games).

With the *Firebird* each button can be macro-programmed pretty extensively, so that the 'stick will be competitive with, say, the likes of *Thrustmaster*'s *FLCS*. You can program both press and release, one switch is a rocker so it can be used differently, and analog throttle and trim controls are onboard to provide more realism for serious sim enthusiasts. Perhaps most importantly for the latter, the *Firebird* is designed to be compatible with any set of rudder pedals currently on the market, and can be hooked up to a system using same without any interference on the second joystick's X-axis (the one used for rudder pedal control). It thus integrates well into a system where other equipment is being used, unlike the *Phoenix*, which asks to take control of everything all on its own.

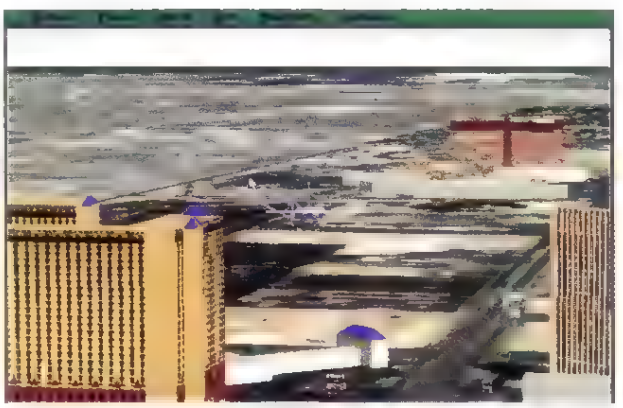
Another neat feature is that the *Firebird* will probably release for about thirty bucks less than the *Phoenix*, making it an incredible value for the money. The programming system is if anything even more elegant than that provided for the *Phoenix*, and very useful print-out options make it possible to preserve and annotate any kind of joystick/button configuration the player puts together, for future reference (the software makes it possible to do similar annotation so that, for instance, instead of having to look up every keypress command for twenty simulations every time you go programming, you can spend a day setting up keystrokes and labeling them with phrases and then simply program the "Gear Down" button when you need same). Options to swap and copy what are essentially keyboard keypress sequence macros between joystick buttons make the system highly flexible and customizable — once you've got all the basic commands in place, it's a cinch deciding which button you want to do what, and optimizing the combinations takes seconds instead of hours.

Gravis have a number of excellent ideas implemented in the *Firebird*. It's quite ruggedly constructed, among other things, with pots that won't drift and switches that will last millions of presses and a joystick stem that's solid metal. The programming system and ergonomic approach to peripheral design can only lead the company out into the world of futuristic Virtual Paraphernalia — watch these folks to see what they come up with next.

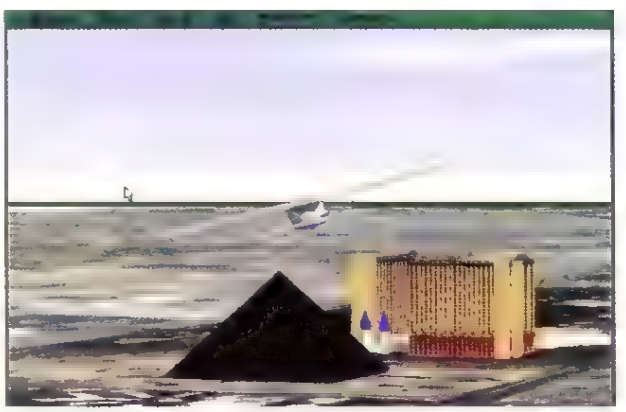
OK — here's that wrong turn promised in the header: pretend you're a WWII ace who, after years of flying has been offered a position in the admiralty for the US Navy. Then check out **Great Naval Battles III**. I can't think of any other non-flight simulation of recent note that might serve those more historically inclined than this one (the only other equivalent game would be *SSG*'s **Carriers at War** system, and that's a wargame, oh *well*). It makes it possible to enact the epic naval carrier campaigns from a simulation perspective that's a refreshing switch from the one available in the cockpit. It's a pretty Crunchy hope to think that maybe someday we'll see a combo **GNB 1942: Pacific Air War** thingie. It could be done, probably with fewer resources than are currently thrown at any of the latest crop of pseudo-movie pseudo-interactive games. Think about it. ❑

The desert in all of its glory

Buzz the strip



Reserve a room at the Hilton



Crash into the Luxor Hotel for fun

WINGS OF GLORY

Alan Fusco goes gunning for zeppelins

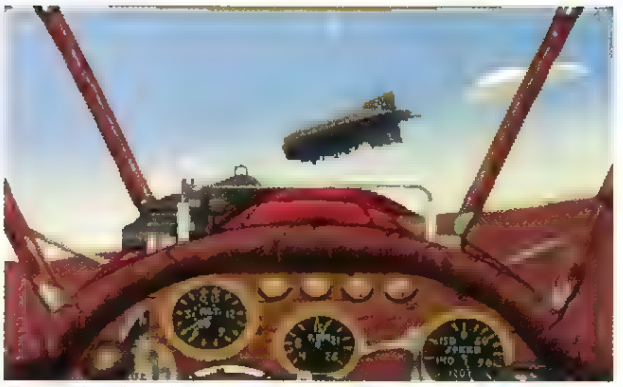
HINTS & TIPS

Wings of Glory (WOG) is *Origin*'s new release into the World War I flight simulator market, and what a release it is. Instead of the "arcadish" flight model of earlier titles, *Origin* has arguably produced the most accurate simulation of World War I flight. This accuracy has caused some to complain that the flight model is poor; it's not. Remember, these are World War I planes, not jet or even WWII fighters. Everything that I have read about these planes has stated that they were sluggish, stressful and exhausting to fly, and hard to handle. If you don't believe me, check out Jeffrey L. Ethell's article, "Wings of the Great War," in the October/November 1991 issue of *Air and Space Magazine*. While the flight model is not perfect, it does give you an idea of how difficult it must have been to fly the real thing (remember, almost half of British pilot casualties during WWI occurred during flight training). The accuracy of the flight model makes WOG both a challenge and a pleasure to "fly."

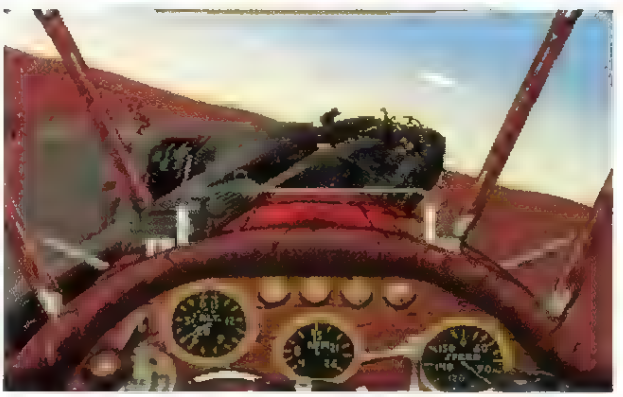
This isn't Red Baron

In order to handle the WOG planes, I strongly advise the purchase of a good set of rudder pedals (and perhaps a StairMaster to get those leg muscles in shape). While you can use the rudder keys on the keyboard, rudder pedals do give you an edge, in addition to being more realistic. After purchasing your rudder pedals, set up some easy missions and just practice flying. You must get a feel for how sharply you can turn, how to recover from a stall (you will have lots of them), and how to pull up from a dive without ripping your wings off. Just turning can be a chore. You will often find that your plane will just hang there in the air for what seems like hours and then plummet to the ground. You must learn how to use your rudder and ailerons not only to execute turns, but also to line up on your opponent's "six." This is something that I cannot talk you through. You're going to have to practice, practice and practice some more.

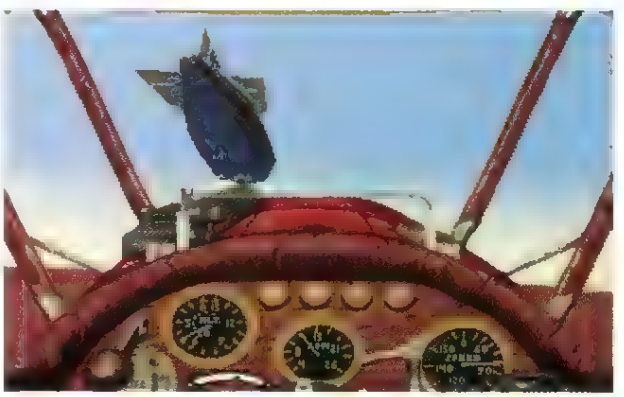
Off you go in the Sopwith Pup



Zeppelin ahead. A very bad position for a gun shot



The right way to take out a zeppelin



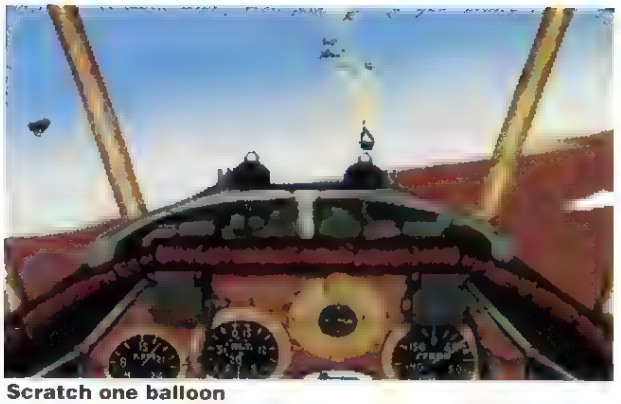
A Vickers Gun approach to a zeppelin

The <F2> Chase View and the <F6> External view can be very helpful to determine the effect of your practice efforts. For WOG there is really no way around this learning curve, unless of course you like dying a lot!

When practicing make sure all of the realism options are on. Press <ALT-O> whenever you are in the cockpit and make sure that easy gun hits, bigger engine, unlimited ammo, bigger bullets and easy landings are toggled to the off position and that stalls, gun jams, mid air collision, sun glare, yaw roll couple, wing shearing, rotary engine and center of gravity placement are all toggled on. If you practice using an easy flight model you are going to learn some very bad habits that will only get you killed when you try to go for the "real" thing.

On to the battle

Take-offs are relatively easy (landings are very challenging). Wait until your tail is off the ground before pulling up and then pull up *gently*. The biggest mistake new pilots make here is trying to gain altitude too fast. These planes gain altitude painfully slowly. Once you have reached a cruising altitude, don't sacrifice that altitude (and resultant energy) lightly. In a "furball" this is easy to do, but the result can be disastrous. At tree top level you will be a sitting duck for the infantry, you won't have the energy to rejoin the battle,



Scratch one balloon

Scratch balloon number two

Score one for the good guys

and if an enemy pilot sees you lumbering around down-there you are going to be history in a very short time

If you use autopilot to zoom to your next waypoint, as soon as you come out of warp-drive, begin a slow 360 degree turn (note the direction you were flying on your compass) or sweep the horizon in all directions using the pan view. I prefer the 360 degree turn because it makes me a slightly harder target. This sweep is vital for situational awareness. Rarely will the enemy appear directly in front of you. When you arrive using autopilot, it's all too easy for the enemy to swoop down on you and end your career before you even know what's happening

Going in for the kill can be a frustrating and exhilarating experience. Keep your wits about you. Make sure your turns are gentle, not forced or abrupt. A heavy hand on the stick will end up causing stalls or worst yet, end up ripping your wings off. Use your ailerons and rudders to nudge the plane in position. If your air speed starts dropping rapidly, back off and try again. Before squeezing off a round, make sure you can see details on the plane or you will probably miss. Avoid the temptation to fire long bursts of machine gun fire into your opponent. This will almost certainly result in a gun jam. Keep gun jams at a minimum by firing quick, *short*, bursts. If you are flying an S.E. 5a you have a Lewis gun mounted on the wing. In order to use this gun you must press the <G> key to toggle the gun on and then press the <L> key to go to the Lewis gun view. If you fail to press the <L> key you will not be able to aim the gun. Press the <G> key again to return to the Vickers gun and the <F1> key to return to the cockpit view.

Yikes, a zeppelin

At first, zeppelins look like an easy kill. They are slow moving, present a large target and are filled with hydrogen. What more can a promising pilot want? Get too close to these beasts and you will find out that they have a formidable defense. They are literally bristling with machine guns and those guns are deadly accurate... too accurate. However, these beasts are not invulnerable. There a two relatively safe ways to destroy them. You can approach from the side (to present a larger target) and while still out of machine gun range you can lob rockets <R> into them. This requires some practice as the rockets fire in an upward arc so you will have to aim above the target in order to hit it. But with practice, this method is deadly and doesn't expose you to harm. The more exciting way, or shall we say the more foolhardy way, is to approach from the rear and below the zeppelin. This is a blind area in the zeppelin's defensive arc. Just before you pass under the zeppelin, pull up and fire a rocket or use your gun to destroy the zeppelin. Be careful. Make sure you quickly turn away from the zeppelin after firing or it will come crashing down around you.

Mission completed

Once a mission is completed, you will have a real challenge on your hands... landing! Come in too fast and you will overshoot the runway or crash into it. Come in too slow and you run a real good chance of losing control and flipping the plane. I have found the following method, modeled after modern military "racetrack" approach es, produces reliable landings. First, concentrate on lining up with the runway and reducing your airspeed. Do not worry about landing as your goal is to pass over the runway. Try to maintain an altitude of under 200 feet above the ground with a throttle setting of 60-70% as you pass over your Aerodrome. Once the runway is behind you continue to go straight for 30 sec and then start a slow right turn, reducing your altitude as you turn. Level out when you are parallel to the runway and try to reach an altitude of 50-70 feet. When you come to the beginning of the runway, fly past it for some 30-60 seconds and then make another right turn, again losing altitude. When you come out of this turn the runway should be in front of you and you should be about 25 feet above the ground. Notch down the throttle to 30-40% or less to maintain an airspeed just above stalling. Now begin a slow, steady decrease in altitude so that you will be just above the ground when you reach the beginning of the runway. At this point cut your engine and pull up *slightly*. If all goes well you should have a smooth landing. If you are too high or coming in too fast, don't be afraid to make another pass. No one is grading you!

Finally, if you are flying a campaign and come across Ulrich early in the game, don't waste your time trying to down him. You can't. He is protected by a top secret force field generator at least until the end game. Don't feel too bad, Dearing has one too!

Whoops! An effective, but not recommended way to kill a zeppelin

REVIEW

FLIGHT LIGHT

It's been awhile since *subLogic* have released anything, though their **Flight Assignment: Air Transport Pilot** apparently continues to be a strong seller primarily because of its in-depth simulation and built-in air traffic control and career system.

The company looks to address a different kind of audience with **Flight Light** — one that hasn't been served well by the rest of the entertainment software publishing industry, with its push to get everyone running on 16MB of RAM with a P90 and 2 gigabytes of hard space — i.e. those who are perfectly satisfied with their 486 25s or dare we say it, 386 40s. **Flight Light** sells for twenty bucks or less retail, runs on a 286 with 512k of base RAM, and can make use of Expanded RAM if available. Normally this is just sidebar info, but in this case the requirements tell the whole story: if you want to get into flight simulation with a minimum amount of expenditure, this is the product for you.

While the EGA-style graphics and simple sound effects hark back to an earlier generation of software design, the "multimedia" limitations of the simulator belie the fact that there's a whole lot more here than meets the eye (or ear). With its substantial scenery and navigational aid database and its full-fledged control system and flight model, **Flight Light** provides plenty of entertainment for the money. The hundreds of graded flight assignments give the player (as with **ATP**) specific goals to shoot for, and provide a detailed measure of progress as the newcomer to flight simulation learns the basics of flight control and navigation.

The main negative for **Flight Light** is that (and this may just be an artifact of being run on a faster system) its joystick control seems to have the same problem that early versions of **ATP** suffered from — the relationship between joystick input and reaction on the screen is mediated by momentary delays, which detract from the sense of being in control of a small aircraft (this style of control would seem more appropriate for simulation of controlling a large commercial airplane, like a 747). The player can still manage fine positioning of the included airplane for approaches and the like, but the *feel* of flight is unfortunately significantly undercut by this problem (note: the problem is noticeable whether using a timing controllable gamecard or not).

In some cases, using a very basic joystick port can produce such difficulties, but in this case the problem seems independent of the type of joystick port used). Again, perhaps this is a problem visible only on faster systems — make sure a good return policy is available at the location you buy the software from.

The documentation for **Flight Light** contributes immeasurably to the value offered for the price, included is a four-color, detailed map of the four main flight areas provided with the simulation — New York/Boston, Los Angeles San Diego Dallas Austin and Chicago Champaign. All major nav-aids and reference points in these areas are present on the map, and give the new player a good, concentrated look at the issues present when navigating in crowded well controlled airspace.

Along with the map is a solid and undaunting manual and quick reference handbook, both of which pack more information on issues of flight dynamics, navigation, instrument use and the basics of flight than many other companies' 200+ page reference works. The purchaser of **Flight Light** can be thus be assured of a thorough introduction into the world of flight simulation and real-world flight concerns, without having to invest heavily in a reference shelf or multimedia hardware.

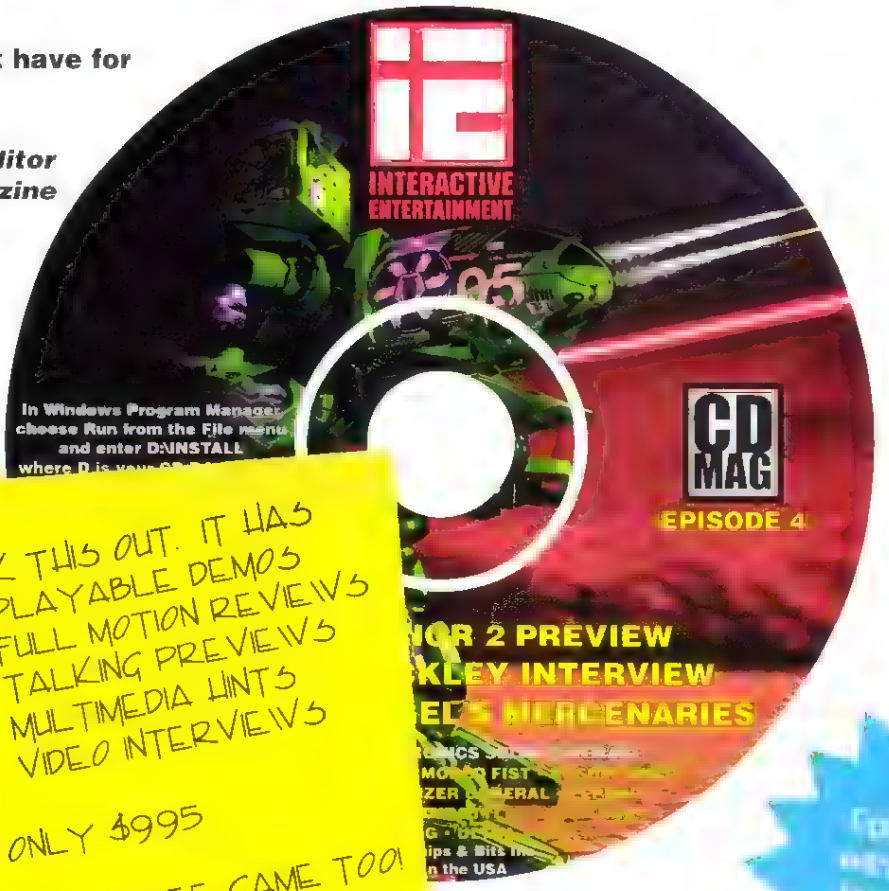
On the other hand, faster systems, CD-ROM drives and SVGA graphics cards and monitors are almost dirt cheap these days — a newcomer to software entertainment could probably put together a reasonable system for under $600 with careful choice of components. In which case, a product like **Flight Light** is really not as competitive as it might have been a year or two ago, when it didn't have to come up against the sea of multimedia-based informational sources and simulations that have recently proliferated in the market. Too bad, because *subLogic* has traditionally been known as one of the stalwarts of serious committment to careful flight simulation. Let's hope they find the resources down the line to commit to the present marketplace.

Steven Wartofsky

FORGET READING

"Impressive, a must have for computer gamers"

Steve Wartofsky, Editor
Strategy Plus Magazine



JIM,
CHECK THIS OUT. IT HAS
PLAYABLE DEMOS
FULL MOTION REVIEWS
TALKING PREVIEWS
MULTIMEDIA HINTS
VIDEO INTERVIEWS

IT'S ONLY $995

OH AND A FREE GAME TOO!

FREE!!!

INTERACTIVE ENTERTAINMENT

The #1 Entertainment CD MAG

Interactive TV for your CD ROM

12 episodes $59.95 **1 episode $9.95**

800 283 3542 or 802 767 4622

Source 90011

Visa & Mastercard accepted. Make checks payable to: Interactive Entertainment PO Box 21 Hancock VT 05748. Fax: 802 767 3382

© 1994 Interactive Publishing, Inc.

WING COMMANDER III

Peter Simmons talks about morale & falls in love

HINTS & TIPS

The Kilrathi heavy warbirds are protecting a large Cruiser. After defeating a dozen cats, more show up. Finally, you are prepared to make an attack on the Cruiser after destroying all the guns on one side. Cobra has been watching your six for approaching Dralthi. "Attack my target," you scream to Cobra, but your wingman ignores you and attacks her own target or worse, she leaves in the middle of battle. Does this mean you should shoot Cobra when you return to the TCS Victory? Is it time to court martial her? What if I said it was all your own fault? You guessed it. Every time you make a decision with another character you affect that character's morale.

No man is an island and no Wing Commander can beat the Kilrathi without the aid of great wingmen. At every step within the game you must remember that your actions have an effect on everyone's morale. If you begin losing missions the entire group's morale will suffer. Conversely, being polite and friendly with the crew will boost morale in spite of a crumbling war effort.

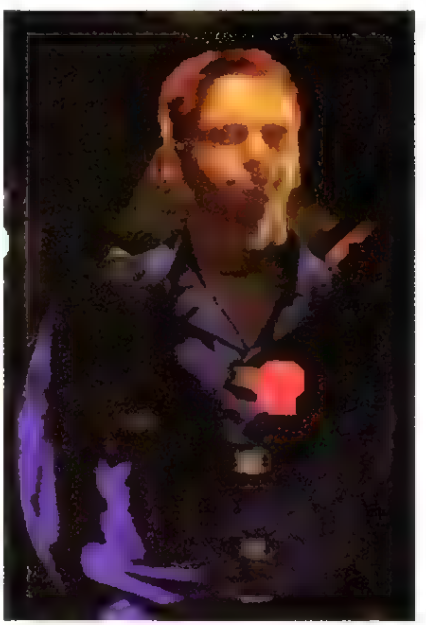
As morale rises a wingman will respond to orders more quickly and will stay by your side in even the worst battles. If you keep morale high, your wingmen will fight by your side until death. A wingman with low morale will desert at the mere sight of a Kilrathi fighter.

A popularity contest

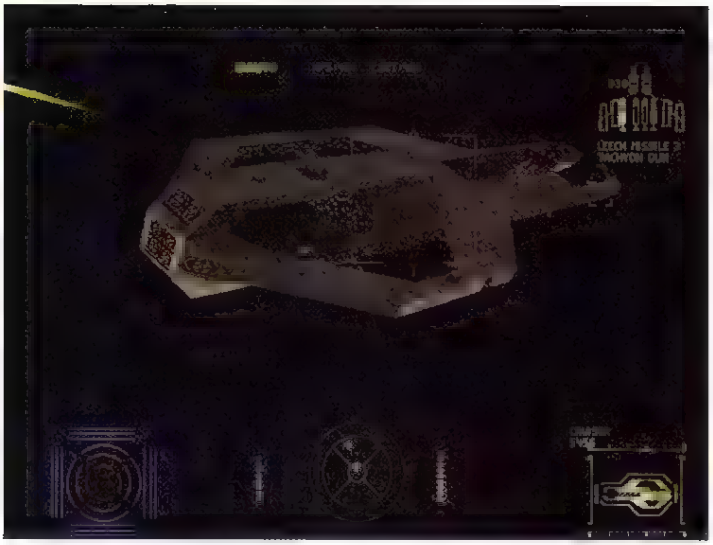
By now you are probably asking, "How do I increase morale?" The answer is simple. Be nice to your wingmen. As much as you want to call Maniac a jerk, don't do it. Even if you think Rollins is a paranoid freak, don't say it to his face. You can think that Cobra is a trigger-happy Kilrathi-hater, but don't let her know it.

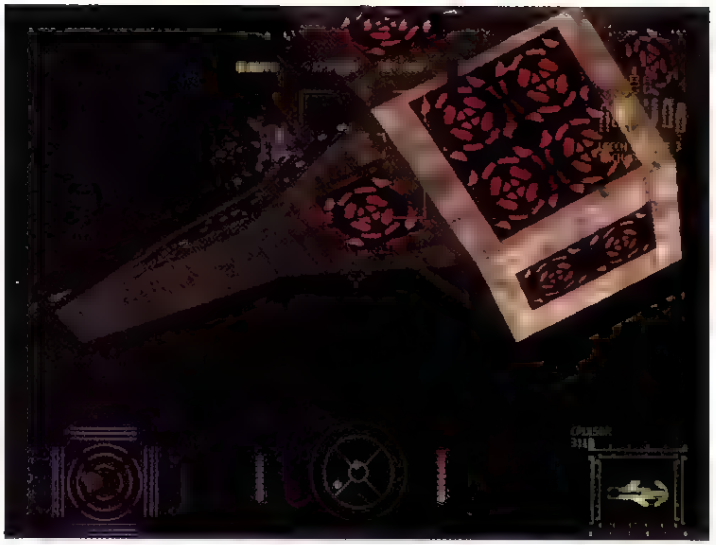
If you want to see morale take a nose dive, then don't talk to any characters. The obvious result is that you will not have any wingmen other than Hobbes. If you do this too long then Captain Eisen will give you a short lecture about "getting to know the crew." Listen to his advice. Indulge the characters in their dreams and ideals. None of them is perfect and they need a good example to follow. You are a Wing Commander, aren't you?

If you want morale to rise, then do the things that will make the crew love and respect you. It is okay to say that Flash is too flashy. Feel free to express your displeasure about Admiral Tolwyn, just don't say it to the Admiral's face. When one of your best friends reveals that he lied to you, go ahead and slug him. He deserved it. The crew knows that and the group morale will rise. Don't make the mistake of speaking poorly about Captain Eisen and, under no circumstances, should you ever attempt to score brownie points with Admiral Tolwyn. By making a single decision in **Wing 3**, you can affect one pilot or the entire crew's morale or both. On many occasions your actions will increase one character's morale while decreasing another's. Just as in life, you have some tough choices ahead.



The crew is looking for a Wing Commander who will provide an example. They want someone who is friendly and someone whom they can trust. All the characters are great pilots, but they need someone to help them out, to





listen to their irrational fears and to believe in them when no one else will do so. Always be a champion for your wingmen. Always stick up for them and always get them out of a jam. If they mess up give them the benefit of the doubt. This is war and people do some crazy things in war. Stick up for your wingmen and they will lay down their life for their friends.

Have fun

Sometimes it is perfectly acceptable to throw the regulations out the air lock and have a little fun. If you played **Wing 3** as I did the first time you saw an empty chair throughout the entire game. Who sits there? Flash. I took out Flash's Excalibur (and increased morale by having fun), but I did not accept his offer to a duel in the simulator. The next time out I challenged him to a duel and won. Not only did I increase the entire group's morale, I gained a new wingman. This taught me a small lesson, the crew likes a light hearted Wing Commander.

Why do fools fall in love?

The most frustrating and rewarding scene takes place in the bar. You strut in with all the composure of a great Wing Commander to find Flint and Rachel waiting to chat with you. Now is a great time to save the game to explore the possibilities from this point onward. You have only two opportunities to fall in love before this scene vanishes.

If you kiss one the other will immediately leave the scene. However, you do have the option to reject one before kissing the other. Either way you will increase the morale of one and decrease the morale of the other. Go ahead. Take a chance. Be wary because you will face the other woman in the future. She will let you know that she is very unhappy with you. Flint will no longer fly as your wingman and Rachel will no longer prepare default load outs on your starfighters.

There is a "safe" ending to this scene. Speak to both and politely inform them that we can't risk getting involved while the war rages onward. Then both will walk out on you. Flint and Rachel will speak to you in the future, but you will miss the opportunity to fall in love with one of these gorgeous women. Don't do what I did the first time. Go ahead and pick one to fall in love with. If you win the game then she will live happily ever after with you. You will have to work hard to keep Flint alive to enjoy her affections.

Why does *Origin* have to model this part of **Wing 3** after real life? Why can't I fall in love with one and be friends with another? These realistic games are almost as frustrating as life itself.

You win some, you lose some

You cannot win every mission, but some missions are more important than others. For example, there is no way to protect the Behemoth after "the traitor" transmits the schematics to Kilrah. If the Behemoth survived the game would be over very quickly and we would wonder what was on the third and fourth CDs.

A pivotal battle occurs in the Hyperion system. You must protect a jump point to Kilrah. This is your back door to the cat's home-world should Confed decide to invade. In every battle you should destroy every Kilrathi ship without exception. Destroying every-thing keeps you on the winning path, but leaving one capital ship spells doom for the Earth. You can say all the right things to your wingmen and fly every prior mission flawlessly, but leaving one Kilrathi ship alive triggers an invasion of Earth.

If you find yourself defending Earth from the Kilrathi invasion force, you will find a Kilrathi Dreadnaught which is nearly inde-structible. When you eject you will be captured. Just remember one thing: go down fighting all the way to the end. Can you guess who is captain of this Dreadnaught?

Keep your wingmen alive

Origin has done a fabulous job of making the pilots in **Wing 3** seem real. This is primarily a result of actors being used. The first time you see a wingman die it will bring tears to your eyes. The other pilots will flinch as they hear the 21 gun salute. It is possible to win **Wing 3** with most of your wingmen alive. If you allow your wingmen to die prematurely, then you will miss out on wonderful scenes from the "movie."

I am thoroughly impressed with **Wing 3**. It does tax my poor 486 to its limits, but this is still a fabulous game. I have recommended it to many of my space combat friends and most love it. If you need an excuse to upgrade to a Pentium or you have been waiting to install that flashy local bus video card, then **Wing 3** is reason enough. I can't wait to see **Privateer 2**. ⊥

GENERAL QUARTERS

'War acknowledges principles, and even rules, but these are not so much fetters, or bars, which compel its movement aright, as guides which warn us when it is going wrong.'

Alfred Thayer Mahan (1840-1922)

I have repeatedly pointed out to you in this series of tactical discussions that the key to victory at sea is to attack effectively first. Some of you, with good reason, have accused me of being dogmatic with regard to this axiom. Just as paranoia is not a bar to having real enemies, so too can an article of dogma be an enduring and essential truth.

By now some of you have realized that sometimes the enemy will beat you to the first punch. Indeed, "no battle plan survives contact with the enemy" is another enduring axiom. In addition, there will be times and situations in which other considerations will prevent you from mounting an overwhelming first attack. Indeed there will be some games (as opposed to simulations) which will not allow you to mount an overwhelming attack. While failure or inability to deliver an overwhelming attack will be a very real impediment to your success, neither is it cause to give up.

It follows from this observation that the first step in overcoming such a problem is to recognize that things are indeed beginning to go wrong. So now what? Once you have determined that things have indeed gone awry, you will need to determine what your situation is. There are three distinct cases.

CASE 1: The enemy has attacked you first

If the enemy has attacked you first, and done so effectively, this will be a passing observation as you and your force are either destroyed or rendered combat ineffective. If the enemy has not attacked effectively, and your defense has left you combat effective, you will need to take stock of your remaining offensive assets.

If the enemy's attack leaves you with assets sufficient to conduct a successful attack, then it is the enemy who has erred. The enemy has attacked first, but has not attacked effectively (or was never in a position to destroy you, and has done the best he could with the

Silent Hunter

Silent Hunter

assets available). You still have the opportunity to attack effectively first, since you still possess the ability to destroy the enemy. The enemy is obviously forewarned, and you will have to be very careful in the planing and execution of your attack. If surprise is a force multiplier, then a forewarned enemy is a force divisor.

If the forces which remain at your disposal are not sufficient to mount an effective attack against the mission essential elements of the enemy formation, you will probably need to withdraw. Use the weapons remaining at your disposal to harass and inflict losses on the most capable units of the enemy screen that you can effectively engage. This will cause the enemy to react to you, thus making it more difficult for the enemy to proactively engage your surviving units. It may also buy you the time and space to break contact with the enemy.

CASE 2: Your situation or Rules of Engagement (ROE) prevent you from attacking first

This is a tough one. You are effectively starting out with one hand tied behind your back, which is (unfortunately) all too common a situation with regard to western military powers. Since you cannot attack first, you must take steps to ensure that the enemy's first attack is not effective

The best way to do this is to offer the enemy a target that appears to be what he expects to see, but which is a decoy. The best decoy is some small fraction of your own force which appears to the enemy to be the mission essential platforms. This option is obviously a high stakes one, as a competent enemy will attack the decoy effectively, while an astute enemy will attack the decoy with only enough force to be effective against the decoy, or will disregard it entirely while continuing his search for the mission essential units.

If a decoy is not appropriate for the situation, you may have to prepare your forces to repel a coordinated assault by the enemy, and hope for the best. Keep in mind that a defense need not be purely passive, and that any enemy assets which you can strip out before they actually launch weapons should be taken out. It is also beneficial for the defender in such a situation to make the tactical problem as confusing as possible to the enemy without degrading the mutual and overlapping defense

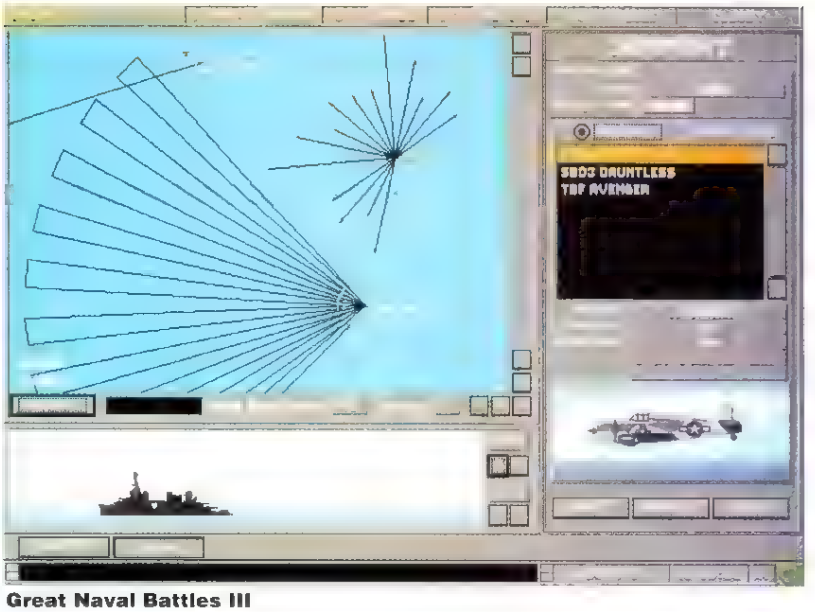
CASE 3: The Game (as opposed to a simulation) will not allow you to mount an overwhelming attack

My first reaction to this case is to tell you to take the game back to the point of purchase and demand your money back. Measured responses and incrementalism are methodologies fit only for dilettantes and amateurs. Attacking with less than an overwhelming force is a prescription for needless casualties to friendly forces, and a severe impediment to mission success. Any simulation which forces this upon you is not worthy of the name, and games which impose this restriction on you do so to ease the book keeping, AI tasks, or game balance

If you decide to carry on, or have no choice in the matter, you will have to follow an incremental path to your overall goals. The method can be compared with peeling an onion. Starting with the outermost layer, you must strip out the most significant and capable platforms, and repeat the process for each layer, until you reach the layer which holds the mission essential platforms. You need not, and indeed should not, take out all of the platforms in any given layer short of the final layer. The danger is that you will run out of weapons before you reach the essential layer, either by using them all up on the escorts, or by losing the platforms which carry them.

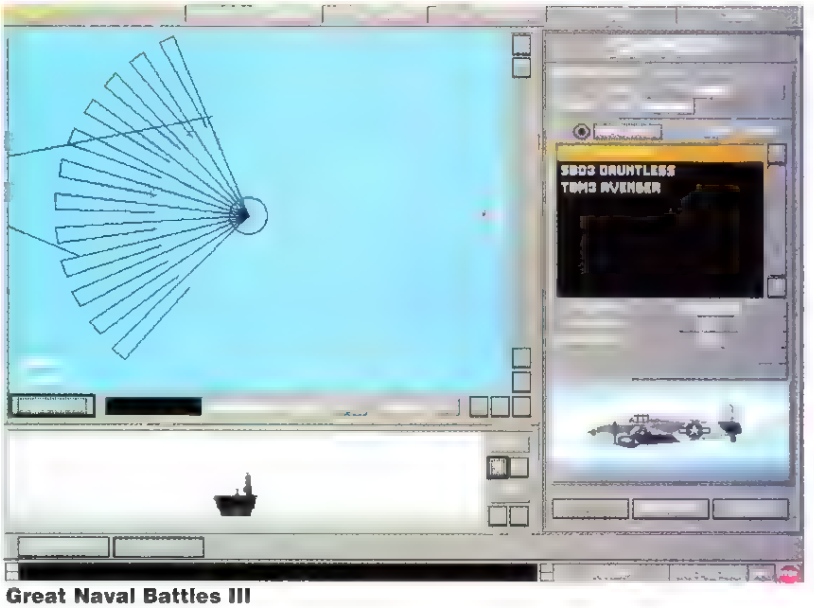
In closing, I must remind you that there is a fine and shifting line between a foolhardy attack against impossible odds, and a brilliant attack executed against a superior foe. It is the same line as that between retreating from a superior enemy and running away. Only the commander can place that line at the critical moment, and every historian thereafter will declare you a genius or a fool based on the outcome. If you learn anything from gaming and simulations, learn that the only valid criteria against which such decisions can be measured is the information available to the commander at the time. The 20 20 nature of hindsight is impervious to the fog of war, and the commander who waits for all the information before taking action never acts.

We'll close on that cheerful thought. Dismissed ❑



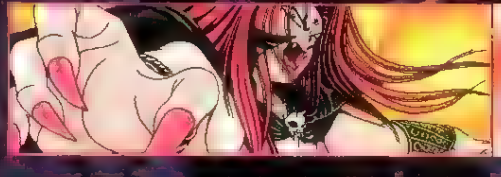
Great Naval Battles III

CV LEXINGTON Lexington JAN 38
CV LEXINGTON Saratoga JAN 38
CV YORKTOWN Hornet OCT 41
CV ESSEX Intrepid AUG 43
CV ESSEX Hornet II NOV 43
CV ESSEX Franklin JAN 44
CV ESSEX Ticonderoga MAY 44
CV ESSEX Randolph OCT 44
MANILA
Great Naval Battles III



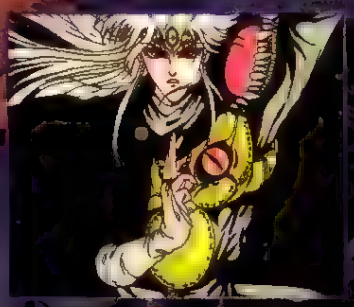
Great Naval Battles III

KNIGHTS of XENTAR

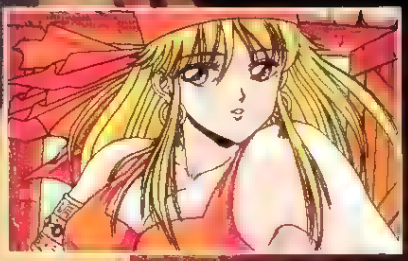


HOT ACTION

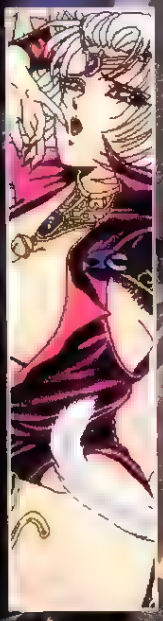
COLD STEEL



Our morally impaired young knight, thrust into a demonic neverland that was once peaceful Xentar, recruits a loyal friend and one beautiful sorceress in search of the legendary Falcon Sword - the only weapon a demon fears.



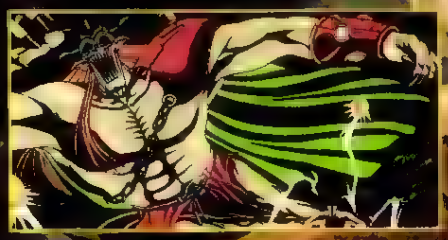
Our young hero's courageous deeds don't go unrewarded, as unabashed seductive maidens offer restful interludes for the weary warrior! Based on the Japanese hit movie and Number One PC game, Dragon Knight III, these gorgeous lasses will undoubtably thank their testosterone-laden hero in their own special ways.



Available at finer software dealers everywhere or call 1 800 258 MEGA. Visa/Mastercard accepted. Download a FREE demo by calling our 24 hour BBS, 310 539 7739 (8 bits, no parity, 1 stop bit, filename xkdemo.exe) or for a diskette send $5 to Megatech Software, PO Box 11333 Torrance CA 90510

System - IBM compatible, CD-ROM or diskette version available. Requires a 386-SX (486 recommended), VGA graphics, conventional memory only, sound...

MEGATECH



WARNING!!!
NOT RECOMMENDED FOR PLAYERS UNDER 13

US NAVY FIGHTERS - NAVAL

Rich Mason checks in and checks six with his...: Part Deux

HINTS & TIPS

When we last assembled in the ready room, we discussed the basic techniques of takeoffs, landings, and fighter pilot type stuff. Now we're ready to talk about the manly man missions of naval aviation... strike warfare.

Strike/Interdiction

This is the blue collar branch of the naval aviation community, because this is where the hard, unglamorous, dirty work gets done. While the fighter bubbas get all the limelight, there isn't a carrier group commander in the world who wouldn't give his right arm to have just one more strike aircraft in his battle group. The reason is simple: these are his bully boys, and they make him powerful and feared.

Being a strike pilot is simple and fun; you get to blow things up. With the aircraft and weapons at your disposal you can be assured that you will leave an indelible impression when you come to call.

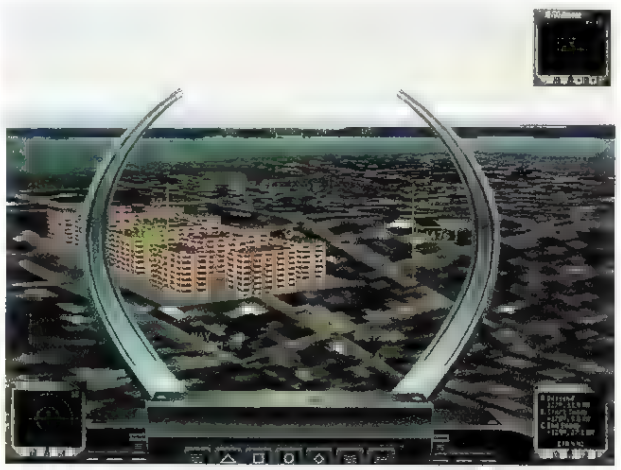
Naval strike weapons fall into two basic categories, dumb and smart. Smart munitions are best used singly, and are wonderful for taking out hardened bunkers, bridges, communications towers, etc. While usually not packing as much wallop as their less brilliant counterparts, they don't need to. If you hit the target precisely, you require much less firepower than an area weapon. Smart weapons can be passive, semi-active, or active depending upon their level of "smartness" and how you want to guide them. Standoff weapons, such as the AGM-64 Maverick, AGM-84 Harpoon, and AGM 88 HARM among others fall into the smart category. Some home on IR, others ride a laser beam, others track a radar, yet others have built-in radar. Dumb munitions are best used in groups and when precision is not as necessary as effect. Dropping a group of these beauties, particularly the 2000 pound MK-84, is sure to cause a stir, whether you're fraggin' a runway, or laying waste to the ground troops of your adversary. They have a big bang and make a deep hole, but if you try to aim these things... forget it. However, an aircraft laying down a carpet of this type of weapon is a sight to behold, and one sure to make you glad you didn't choose the infantry as your warfare specialty.

The life of a naval strike pilot is one fraught with dangers his land based contemporaries can't fathom. Of supreme importance, there is no terrain to provide masking cover when conducting anti-shipping missions. When you're coming, the enemy knows it. So you better have a very good understanding of the limitations that fact places on you as a pilot, and the tactics you'll need to overcome them.

First, you must know the capabilities of your enemy's weapon systems and how he employs them better than he does. Second, you must be able to devise a plan to overcome your enemy's capabilities. To provide examples of these essentials I'll be discussing missions two and four of the first campaign. In mission two you take on two Krivak class frigates, a Sovremenny class destroyer, and, if you hang around too long, some MIGs, at night. As many of you have discovered, this sort of mission is not easy. In mission four you do a daring daylight runway fraggin' raid on a coastal air station.

The order of battle (OOB)

The first thing you need to know before launching off the pointy end of the ship, is what the OOB is you'll be facing, and what you'll need to



. AERIAL WARFARE PRIMER

take with you to overcome that OOB. **USNF** leads you through this process fairly painlessly, with its preflight briefings, but pay attention because the default weapons loadout is often incorrect for the mission Be sure to read the recommended weapons loadout on the mission briefing clipboard and select those weapons during arming

Night Fright

In mission two you'll be tasked with taking out three ships, one Sovremenny class destroyer, and two Krivak class frigates, in a crowded harbor, at night The Sovremenny and Krivak's you'll be facing are medium level threats and do not represent a major threat to a well trained strike pilot The Sovremenny packs SA-N-7's and gatling guns, and the Krivak's are armed with SA-N-4's and gatling guns The SA-N-7 can reach fifteen nautical miles (NM) to an altitude of 46,000' and the SA-N-4 can reach eight NM's and 10,000'. Figure One is a graphic depiction of what you face when you go up against a modern naval warship. The surface to air (SA-N-7) missile envelopes will virtually eliminate any close-in attacks Venturing foolishly into a modern warship's missile envelope is the quickest way I know of to take the ultimate e-ticket ride

Pay attention to where you are in relation to your targets' weapons envelopes at all times. Use the range information on the HUD to help you with this. In today's modern, high threat environment a stand-off weapon must be utilized to ensure you accomplish the mission and survive it as well. You have several weapons to choose from, and you need to become familiar with them and their capabilities

The OOB of these ships leave you many options for attack, while minimizing your exposure to their weapons. You will be within the altitude envelope of the SA-N-7, but can remain outside its horizontal range while identifying your targets and delivering your attack with standoff weapons such as the AGM-84A Harpoon and AGM-84E SLAM. The trick here is to use the F A-18's radar in the Track While Scan (TWS) mode and then when within 25 NM of the harbor, scan through the targets in the harbor by using the <T> button, or by using the mouse to click on a target blip within the radar window (Shift-9), or by clicking on a visible target outside the cockpit. This will cause the selected target to be displayed in the target window (Shift-4) If the target is one of the three ships essential to mission completion, a Mission Objective label will be present Be sure not to select a range greater than 25 NM, since it is the maximum range for the F/A-18's TWS capability, or you won't be able to identify the targets.

Once you've ingressed close enough to identify the targets, select the Sovremenny, as it has the best Air-to-Air missile (AAM) suite, and tell your wingman to fire on it (Alt-E). Then fire two Harpoons or SLAMs yourself. This coordinated attack will allow you to overwhelm the alerted Sovremenny's air defense systems Once you've waxed the Sovremenny, select one of the Krivaks and fire again, in coordination with your wingman. Then repeat for the final Krivak. Once you've engaged and destroyed the ships, head for home and keep a weather eye out for MIGs thumping your unawares. If you don't take too long in taking out the ships, the MIGs generally don't have time to scramble to meet you If you are having trouble getting quick kills on the ships, look out, 'cause the MIG's will be on you with little warning and will likely smoke you before you know they're on you

Knock, Knock

I love John Wayne, and every time I come screaming in fast and low over the enemy I just get the biggest grin on my face, and think about the Duke saying "Knock, knock." He'd have loved mission four, since it involves slingin' 2000 pound MK-84's on an enemy's runway Aim well and you'll get to take out a MIG-27 trying to take off. Miss, and the MIG gets airborne and ruins your day and the mission real fast You'll need to drop two MK-84's on your first pass, and then egress straight ahead Once you've given yourself sufficient maneuvering room, turn back in and take out the parallel runway, utilizing two MK-84s. Don't forget to use your wingman, and have him attack the runways as well. Click on the runway with your mouse and type <Alt-E> and your wingmen will be happy to join in the fun. Once you've gotten the mission completion message, stay low and hit the burner and get the heck out of dodge, as things are going to start heating up if you hang around Again, if you require multiple passes due to poor marksmanship get ready to use your ECM and chaff flares, 'cause you'll need 'em. These guys just have no sense of humor about you dropping bombs on their runway

Well, there you have it. You're now ready to take on the bad guys in pursuit of your countries vital national interests. See you in the ready room.❑

Figure 1

REVIEW

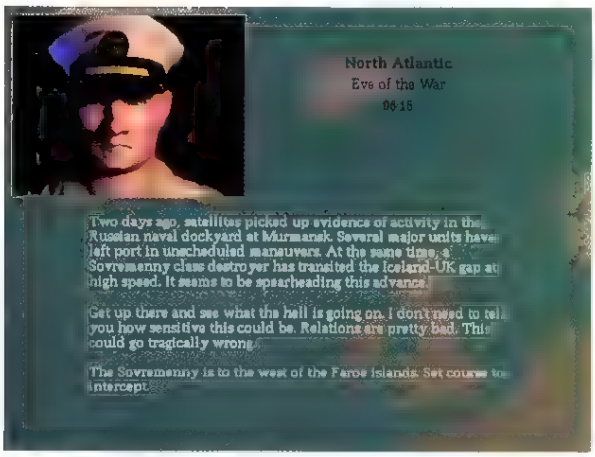
USS TICONDEROGA

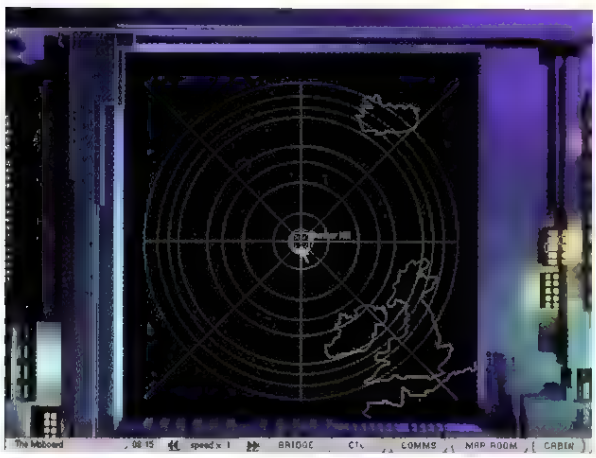
Amazing — here's an advanced simulation that looks like it'll give even the likes of **Harpoon II** a run for the money! After months of anxious speculation and growing cynicism and skepticism, the final arrived on the stoop and just blew all the dark clouds away. **USS Ticonderoga** is — fortunately — a realistic, in-depth simulation of advanced but realistic modern tactical naval warfare, this time from the perspective of being in command of just one particular ship (the Ticonderoga, of course).

Tactical overview

Multimedia in its place

While the Powers That Be have decided that even sim types need to be given the full dress multimedia treatment (the source of the early cynicism), the game designers have fought back and made sure that there's actually something going on here under all the window dressing. The rendered graphic stations, animations, cut scenes etc. are all well and good but wouldn't keep a design such as this one from sinking faster than you can say *Achille Lauro* if they took precedence over the actual simulation. They do not. They also succeed in failing to interfere with gameplay (figure that one out); using the mouse to click from room to room gives the player the chance to walk around the ship if so desired, but a simple press of a function key will serve just as well to move same player right to the necessary station when that becomes more important than admiring 4MB of VRAM and what it can do for color depth on a PC.


North Atlantic
Eve of the War
06 15
Two days ago, satellites picked up evidence of activity in the Russian naval dockyard at Murmansk. Several major units have left port in unscheduled maneuvers. At the same time, a Sovremenny class destroyer has transited the Iceland-UK gap at high speed. It seems to be spearheading this advance.
Get up there and see what the hell is going on. I don't need to tell you how sensitive this could be. Relations are pretty bad. This could go tragically wrong.
The Sovremenny is to the west of the Faroe Islands. Set course to intercept.
It's multimedia excitement ...



Stay on top of all early warning info

As with **Aces of the Deep** or the **Great Naval Battles** series, **USS Ticonderoga** is focused on giving the player a you are there experience. More like **Aces of the Deep**, this one focuses in on the single-ship experience, though various command options embed the Ticonderoga in scenario after scenario involving the use of combinations of arms, radar, defensive weapons, air support, AWACs support, screening and external communications, so that — while the fiction of being the commander aboard a modern electronic naval warcraft is sustained consistently — the player enters a potentially complex combat environment.

The way that environment unfolds in each scenario is the heart of what's good about the simulation. While controls make it easy to speed through the boring parts (i.e. the 99 percent of time spent onboard in the real world), the real-time occurrence of a series of events that require the commander's careful decision-making is the basis for the realism of this design. Depending on the scenario, you might begin a particular cruise with nothing in particular to do other than following a series of waypoints, only to find out along the way that, say, a Russian ship has crossed over into your territory and is demanding assistance in escape to the West. Do you trust the Russian commander? Is escape his real intention, or is he using the request as a screen for reconnaissance operations (or worse)? This story-like element is persistent in **USS Ticonderoga**, and turns the simulation — perhaps for the first time in PC gaming history — into a system that requires as much consideration of the human factors in a scenario as it does a weighing of hardware capabilities and statistics.

The various command posts operate in ways not unlike those present in **Harpoon II**, though the latter design gets the nod as the more efficient (if more abstract) interface when it comes to actual play. You are given representations of various electronic screens and systems, which are used both to assess the real-time situation and to control your capabilities. You also have a complete crew complement on-board (being a lonely commander pacing the decks of the Ticonderoga like Ahab aboard the Pequod on a moonlit night would be inappropriate for a war situation, eh?), and they will act appropriately in response to incoming information (and just plain incoming). It's your job as commander, then, to respond appropriately to the requests of your crew and make decisions about what they should do with the information they've received. You have a choice in response — to crew, to radio messages from opponents and support elements — and the choices you make determine the evolution and outcome of the situation.

Which suggests a new ad campaign: Join the Navy — it's not a Simulation, it's an Adventure! Or, at least with **USS Ticonderoga**, it's kinda both. Nice trick ❑

Steve Wartofsky

"The designers of this simulation have done their homework and have provided anyone who fancies railroads with a chance to make their dreams come true." **Model Railroader**

"...clearly one of the best simulations of any type - indeed, one of the best games in general - to appear in a very long time." **PC Strategy Guide**

"...here's a nomination for computer game of the year... It's one product that is definitely right on track." **Chicago Tribune**

Overall Game of the Year; "... a lifetime of gaming in one product... **CGW**'s Game of the Year is recognized because of its unique subject matter, excellent presentation, and exceptional game paly." **Computer Gaming World**

"If not the best, **Railroad Tycoon** is certainly among the best computer games ever created..." **Game Players**

"thoroughly engrossing... may well be the game of the year." **Video Games & Computer Entertainment**

1 Yr 12 Issues	**USA ❑$36**	**CAN. ❑$39**
2 Yr 24 Issues	**USA ❑$66**	**CAN. ❑$74**
3 Yr 36 Issues	**USA ❑$89**	**CAN. ❑$99**
1 Yr 12 Issues Foreign Air Mail		**(US$)❑$54**

1-800-283-3542

Name _____

Address _____

City _____ **State** _____ **Zip** _____

Card # _____

Exp. Date _____ **Tel.** _____

US & Canada: Payment must be in US funds. Vermont residents add 5% sales tax. Make checks payable to: Strategy Plus Inc., PO Box 21 Hancock, VT 05748. Allow 4-6 weeks for processing. Visa and MasterCard accepted.

FREE!! RAILROAD TYCOON

WHEN YOU SUBSCRIBE TO

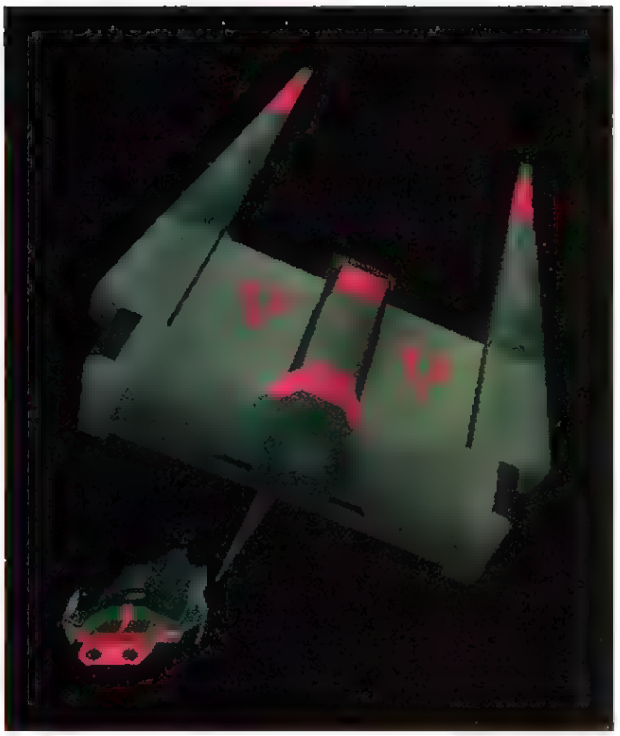
COMPUTER GAMES STRATEGY PLUS

CALL 800-283-3542

HONEST REVIEWS
TIMELY PREVIEWS
CUTTING EDGE DESIGN NOTES
DETAILED GAME HINTS
IN-DEPTH STRATEGIC ADVICE

Strategy Plus writers are hard-core gamers who give their honest opinion of games they have played at length. We give you the previews as soon as the information on titles such as Patriot, Star Trek: The Next Generation, Aces Over Europe, Warlords 2, and Might & Magic 5 is available. Game designers Chris Crawford of Patton Strikes Back, Dan Bunten of Global Conquest, Bruce Shelley of Civilization, Mark Baldwin of Empire Deluxe, John Almberg of Worlds at War and many others, bring you up to date as the design process unfolds. They share their design decisions with you, what's in the game, what might be included and what's been excluded. After the previews, design articles, and reviews we give you detailed game hints and complete walkthroughs for games such as Indiana Jones and the Fate of Atlantis, The Dagger of Amon Ra, Ultima 7 Black Gate, Wizardry Crusaders of the Dark Savant, and Might & Magic 4: Clouds of Xeen. The Perfect General, Civilization, Railroad Tycoon, Empire Deluxe, V for Victory, Power Monger, Great Naval Battles and similar games, get coverage with in-depth strategic advice. Computer Games Strategy Plus includes previews, reviews, design articles, game hints, and in-depth play advice for the newest IBM, Macintosh, Amiga, and CD-ROM based computer games.

RENE



"Okay, Mitch, here'

You probably know it by now life begins as a lowly trainee at a Renegade outpost but promotions are quick and abrupt, casualties are frequent and even the most veteran Mother out there can't win every encounter

So there it is Mother is dead, or lost on some planet awaiting rescue, still present in the abstract as a voice accompanying you on your missions to defend your sector against TOG incursion What you learned in those few brief moments of apprenticeship seems barely enough Ain't it a bitch bein' a Mitch

From Holospace to Real Space

Training is critical before and between missions use the built-in simulator to check out the strengths and weaknesses of your various craft Fast and light is good for recon, slow and heavy for more sustained encounters, though remember the TOG outnumber you significantly, so staying locked in battle in one place for too long is almost always a bad idea Get in, get the mission done, and get out fast

Don't limit yourself in your thinking when selecting crew members and their accompanying vessels (remember this is a Renegade group as leader you don't get to choose your companions' craft, that's *their* initiative; you just get to choose who comes along for the ride). Just because you have a fast recon mission doesn't mean that bringing a slow-and-heavy along for extra protection is a mistake; concomitantly, staying in formation during an attack isn't necessarily important as long as you and your wingman coordinate with each other, and you've provided other pairings of vessels and skills for your team-mates to succeed with

What you *do* with a mix of vessel types is the key issue; say you have a Petal, two Avengers and two Cheetahs. Clearly, your Petal is your battleship and your Cheetahs are your destroyers Protect the battleship with the Avengers and use the Cheetahs for advance intercept or recon. You can move in quickly with the Cheetahs, accomplish the mission goals, and then pull out and back into defensive formation with your heavier slower units before the TOG get their act together to figure out what you're up to.

The above won't always be possible, of course; sometimes you just have to go with a bunch of light, fast ships to keep from being delayed when flying between waypoints (by the way — this is usually true for any design with an autopilot option — if you're using any kind of time compression try to get back to 1:1 time *prior* to intercepting your waypoint, this gives the system and the AI time to "settle" and *you* time to anticipate what might appear just beyond the waypoint) In this case, it's usually important to keep the whole group together The AI in **Renegade** can get pretty aggressive for your team-mates, and often enough a single light craft will head out after another ship while you're preoccupied, then start calling for help *just* when you were about to fire that last shot to blow up an attacking Lancea. Keep an eye on everyone on your side as much as possible, and go to any ship's aid that's stuck in a firefight all alone (consider this advice for yourself as well, hot-shot)

Save the best for the last

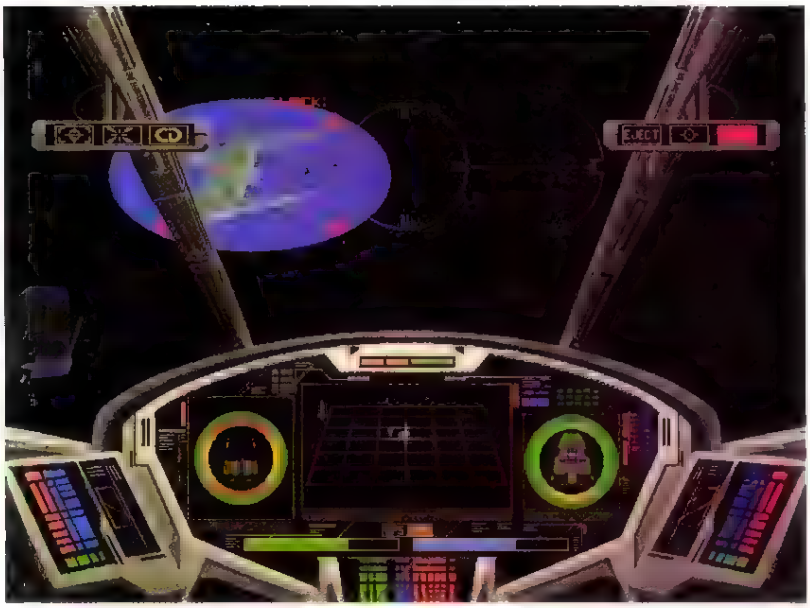
Which leads to perhaps the most important introductory tactical point to be made for **Renegade**: *don't feel you have to destroy one opponent completely before targeting the next* The designers have thought this one through carefully, and while in some other fantasy combat sims the opponents will either regenerate after a short period of time or re-appear undamaged altogether (!), in this sim a number of different damage aspects need to be considered during combat.

First, of course, is the opponent's electromagnetic shielding (as opposed to his or her physical armor). Remember that you're not going to do any damage to the actual craft until you break through the outer shield. Knowing exactly how you're doing along these lines is thus absolutely crucial, so use your MFD control to bring up your target on display to track the progress of the damage being done

When an opponent has started to take hits on actual armor (the inner ring of shield representation on the MFD turns red), you're damaging the craft itself its engines, its weapons, etc. See if you can assess whether you've done enough damage to keep the opponent from either returning a successful attack or running away (in a

GADE

yer chance!"



number of scenarios one of your goals is to prevent any recon of your strength, so allowing TOG ships to escape from an encounter is a big mistake). If so, leave that target behind and then target each of your remaining opponents quickly, to determine which remaining TOG ships are still at full strength

Using your knowledge of the strengths and weaknesses of TOG vessels, target the opponent likely to be most dangerous in the battle next, and go after him or her, especially if s/he's attacking another Renegade ship. Check out the 3D real-time map to see whether any Renegades are being teamed up on -- if so, head for that situation immediately (ideally bringing your wingman along), as most Renegade ships won't take a double pounding for very long (the heavier ships, on the other hand, can usually hold their own, depending on the strength of the attackers)

A few minor pointers

As you accelerate, be careful not to go into the red for very long (again, this changes from ship to ship; only practice will give you a good sense of how long you can turbocharge your ship's engine before doing damage). Use super-acceleration mainly to get out of emergency situations, or to head quickly to the rescue, or to catch up with a TOG ship that's in danger of escaping and reporting back to TOG HQ

Missiles should almost always be conserved for very important purposes, as you usually only carry one. You may feel you *need* to use a missile to get out of a situation with enough hardware left to make it through the rest of your waypoints, however, missile now means defenseless later, and for the most part the tougher waves of opponents show up in the latter waypoints of a particular mission

After you've dealt with all the challenges at a particular waypoint, don't be a Spot and go panting after the next waypoint, oblivious to the rest of your team; especially if you have any heavies along for the ride, take a few seconds to wait for the group to form up before proceeding, otherwise you risk being left out to dry in a very stiff breeze

Pay close attention to the Situation Reports that evolve over the course of a campaign; they'll not only give you a sense of what your next mission's likely to be (not everything that happens in a mission will be indicated in the assignment), but will also give you a longer-range view of the progress of the campaign, so you can think about whether you need to husband your resources for future purposes or use six-ship squadrons to obliterate the field

Who you select as your in-game representative has an effect on which team-mates you'll be working with, and on what sequence of missions and challenges you'll run into. Study the strengths and weaknesses of all the included pilots prior to initiating a campaign so you'll be at least somewhat informed in your choices. Similarly, pay attention to fatigue and experience as you go from mission to mission - it all counts, and significantly, as the campaign progresses. Don't waste your best pilot's energy on easy missions, and don't take another Mitch out on a war-critical mission unless absolutely necessary. Train your Mitches early on so they'll have experience later on. *Use* the role-playing elements in **Renegade**; they're there for a reason, and they make the game that much more exciting and involving to play ❑

HERETIC

Samuel Brown Baker II feels like chicken tonight ... like chicken tonight

HINTS & TIPS

Having recently trudged through **DOOM II** for an article in a previous issue, I was not exactly looking forward to playing **Heretic**. **Heretic** uses the same engine and I was under a closer deadline, with nearly as many levels to complete. However, instead of drudgery, I found playing **Heretic**, even under these circumstances, to be delightful

Run AWAAAAY!

Running into a room and blazing away won't serve you very well in **Heretic**, except perhaps at the easiest level of play. Most likely all that tearing around will set off several nasty traps and leave you with that "sinking feeling." Rather than running around like a soon to be chicken, be ready for instant action and back *away* from the room you just opened the door to. In most cases the door will close, leaving you to face only one or two monsters. Deal with them or run away if necessary to get a better vantage point to fire from

Be aware of your altitude. If you are moving up a staircase, point slightly upwards (a tap or two of the look up key) so your shots will hit creatures at the top of the stairs rather than explode uselessly halfway up Point slightly down when approaching a drop off and look out for creatures firing straight up at you. If you see creatures off in the distance, through a window or in some other area where they can't get at you very well, go ahead and kill them They aren't very sporting, so why should you be?

Look for different lighting, tapestries, anything out of the usual Behind these items will be secret doors. You may not be able to open them at the moment of discovery, but come back to these areas later after you have moved on for a while and see if they are still shut

I had thought a wall looked suspicious so I placed two spores next to it and went exploring backwards. Lo and behold, here come a pair of Disciples. Shooting the spores now will kill both of the Disciples.

Some weapons, the Gauntlets, Elvenwand, Crossbow and Hellstaff, are good in either normal, or powered up mode The Phoenix Rod, by contrast, is so good when used normally that it really doesn't pay to power it up. You can't kill the big monsters nearly as fast that way. The Dragon's Claw and Fire Mace are *wonderful* powered up, so much so, that I seldom use them (particularly the Fire Mace) in their normal state, though the normal Fire Mace is great for laying down suppressive fire over an area you haven't explored yet

When using the Fire Mace, you may find it more effective to pitch your aim up by two clicks or even more, especially when powered up. The balls from the "pinball machine" drop quickly to the floor and then bounce along until they hit something, which is great for scattering them through windows to a lower area. Considering how many times you will encounter either Gargoyles or Disciples, you might consider keeping your aim one click up, making that first shot a more certain hit

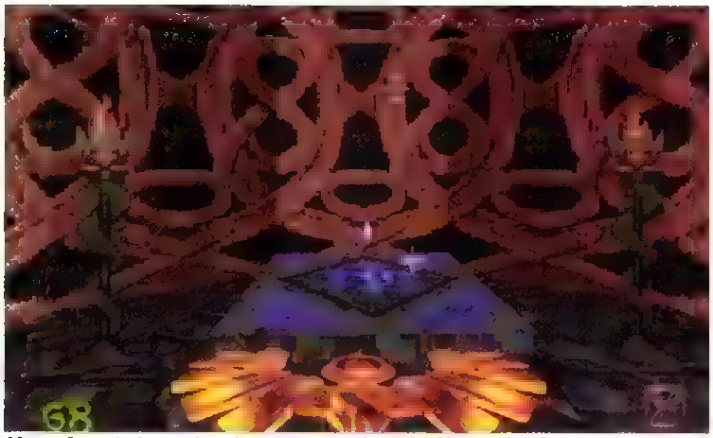
Much has been made over the net about the lack of ammo when playing on the Smitemeister difficulty level. I completed **Heretic** playing at this level. Using the tactics described above and the common sense rule of "use what they give you," I nearly always left a level with full ammo On one level I admit to being critically short of Dragon's Claw ammo, but by the time I had left the next level I was flush again. More often, in the early going it would frustrate me to come upon ammo caches containing 140-200 Fire Mace, 10-20 Phoenix Rod and scores of other rounds plus numerous power ups, only to have to leave most of them behind because I had been saving ammo and thus fighting at a disadvantage. If you see lots of Sabreclaws coming at you, use the Hellstaff When facing Undead Warriors or Weredragons, use the Crossbow if you're running short on other ammo Don't fall in love with one weapon Try to use up enough ammo for all the weapons stronger than the Elvenwand so that you can make use of one of the large ammo icons for those weapons. If you are feeling short, take on the Gargoyles and Golems using normal Gauntlets I used the Gauntlets much more than I ever used the chainsaw in the two **DOOMs**

When swimming against the current, remember the <shift> key. You can fight *any* current, and win, running. In open areas where lots of creatures are shooting from points you can't easily reach, keep moving, ignore those creatures and concentrate on the ones at your level Find shelter as soon as possible. Sometimes you can use a current to drift by an enemy position, allowing you to lay accurate fire on their location without worrying about moving to avoid their fire

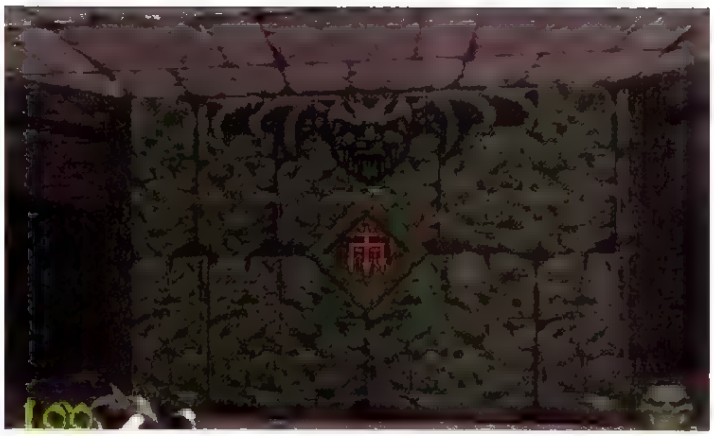
When you see a prized item or a key, look out. Danger is near Expect the worst just *before* you take the item. Unlike the **DOOMs**, *Raven* prefers to surprise you while the carrot is in front of your face to distract you, rather than after it's in your greedy little paws

Make use of spores. Place one or two spores next to a door. Fire a couple of rounds into each spore with the Elvenwand to put them on a hair trigger and select the Crossbow. Open the door and back away, keeping your aim fixed on the spores and away from any monsters, then fire. You may have to put a "finishing touch" on those unfortunates that rushed through the door, if they don't die outright, but you will certainly save some ammo

Time Bombs are fun Activate a new door, and just before it opens all the way, hit <enter> to place the bomb, then run away fast. Or save them until you have Wings and fly around backwards so you can see if it's



Here is a teleporter to a secret level. Note the blue triangles that appear in the four corners.



Another hidden door. There are numerous different types of doors including ornate panels, though these are not always doors.

worthwhile, then drop them as you go. With the exception of the Wings of Wrath, you can take one of each power up with you to the next level, so saving those 7 Time Bombs for another level won't avail you anything

Once in a while, when you aren't up to your armpits in monsters, take a moment to look at the scenery and listen to the sounds and music. The artists and musicians at *Raven* did an excellent job, creating beautiful presents for eyes and ears. *Raven* improved the **DOOM** engine so that sounds can be placed, as items are, at particular locations. As an example of *Raven's* sound artistry, listen to what happens as you get closer and closer to the large spiral staircase in E1M4. At first, you can barely make out that you are hearing anything at all. As you get closer, then start to climb the stairs, those whispers grow gradually louder until you find your first Disciple, who is in full voice as he toasts your marshmallows

When you get to the Cathedral (E1M6), pause to take in the stained glass windows. I have never seen stained glass done so well, with such life and vigor They wonderfully convey the effect of being lit from behind and when I first beheld them, filled me with awe. Keep a torch burning in the window for me. I'm outta here.❑

1. **Hit dice (hd) are eight sided. Each die delivers one to eight hit points (hp) of damage.**
2. **Average damage assuming all projectiles hit.**
3. **A powered up Fire Mace only does 18 hit dice of damage (81 hit points on average) to D'Sparil, D'Sparil's Beast or Maulotaurs.**
4. **Red rain from a powered up Hellstaff only does 1 hit die to the Maulotaur, D'Sparil's Beast and D'Sparil.**
5. **Blast damage (spores and being in the blast radius of Phoenix missiles) do not affect Maulotaurs, D'Sparil's Beast, or D'Sparil.**
6. **When D'Sparil gets hit by a Phoenix missile or powered up Hellstaff, he has a 40% chance of teleporting away without taking damage.**
7. **When a player is hit by the powered up Phoenix rod (flame thrower), his/her move ment is frozen briefly.**

Heretic Secret Codes

Type any or all of the following commands to save your valuable skin.

Code	Effect
QUICKEN	- God or Invincible Mode
RAMBO	- Obtain all of the weapons
SHAZAM	- Power up all of your current weapons
PONCE	- Restore yourself to full health
SKEL	- Obtains all of the various keys

ENGAGE, (Episode #) and (Level #) - warps you to different episodes and leve s
For instance Engage25 would immediately take you to Episode 2, Level 5
GIMME - Obtains various artifacts found in the game which are labeled A through J (Note: you can also obtain up to 9 of each of the artifacts).
KITTY - enables or disables the no clipping feature so you can walk through walls
COCKADOODLEDOO - turns your nemesis into a chicken!

Weapon Damage Table

Weapon	Normal Damage	Power Up Damage	Average ND/PUD	Rnds / Sec. (N/PU)	Notes
Staff	5-20 hit points	20-80 hit points	12. 5 / 50 hit points		
Gauntlets	4 hit dice1	4 hit dice	18 hit points		Powered up Gauntlets have 4 X the range of effect
Elvenwand	7-14 hit points	5-1 hit die shots	11 / 22. 5 hit points2	3. 33 / 3. 77	V pattern of shot
Crossbow	middle: 10 hd, side shots: 2 hd each	middle 3: 6 hd, side shots: 2 hd each	63 / 99 hit points	1. 48 / 1. 83	
Dragon's Claw	4 hit dice	2 hd + 8 70-175 hit points/sec ripper chunks	18 / 989 hit points or 9+122. 5 points per "chunk"	5. 65 / 3. 37	Great when you're surrounded
Hellstaff	3 hit dice	10 hit dice + 5 hit dice for rain4, 6	13. 5 / 45 + 22. 5 hit points	11. 11 / 1. 63	
Phoenix Rod	20 hd + 128hp blast radius5, 6	70 hd/sec direct fire7	90 + 128 / 315 hit points/second	1. 8 / NA	
Fire Mace	2hd, but 1 in 10 6hd	10,000 hit points3	9 or 27 / 10,000 hp	17. 24 / 3. 05	Kills bugs dead

DESCENT

REVIEW

Designed by Parallax Systems
Published by Interplay
Systems: PC CD ROM and [illegible]
Graphics: 256 color VGA
Sound: All major sound cards

In **Descent** you are a mercenary being paid by a mega-corporation to "solve" a problem they are having with their mining operations on various moons and planets in our solar system. You are sent out with a one-man fighter to make your way through the mines, terminating the various robotic forces set against you, rescuing prisoners, blowing up each mine's reactor and getting the heck out of there before the explosion takes you with it.

But is it as good as **DOOM**, you ask? Well . . . it's better and worse. The graphics are better. The robots, prisoners, objects and walls look just as good close up as they do at a distance. The music fits the pulse-pounding mood and changes with each level. Those with a MIDI device are in for a wonderful listening experience. I especially like the explosion effects. The pieces of a foe that are not directly destroyed bounce around on their own trajectories and explode on impact.

Descent has the full range of motion present in a flight sim. In addition, players can directly thrust sideways, up and down. For those who get disoriented from being at odd angles, there is an auto-align feature that puts the ship parallel to one of the sides floor ceiling. Since this is a zero-G environment, players aren't always in motion, but may hover. Hitting a wall or other object is not fatal, although at high velocities doing so will divot your shields.

If you got a fancy new joystick for Christmas (a *Gravis* **Phoenix**. . . gloat, gloat), this is the game to try it out on. There are a *lot* of controls to worry about, all of which can be re-mapped to whatever key button you wish. Also, unlike the shareware version, you can now save anywhere.

This is my missile, this is my gun. . .

Weapons are split into two categories, missiles and guns. There are five types of each. You start with lasers. concussion missiles and graduate to Vulcan autocannons, homing missiles and so on, each with their strengths and weaknesses. Lasers, at least, will be upgraded several times before you're through. You also have a flare-gun constantly available to augment vision.

There are two ratings for your vessel, shield level and energy. When your shields reach zero, you're dead. Both ratings can go as high as 200. Energy is used for certain weapons. As in **DOOM**, various power-ups exist to enhance or extend your abilities.

Descent sports the easiest multi-player setup yet seen in cyberspace. Instead of the volumes of message traffic asking for help as there was with **DOOM**, folks on the net are exclaiming how easy it is. **Descent** allows for up to 8 players on a network and, get this, they can leave and rejoin the game at any time.

The robots (resembling angry origami figures) you're up against run the gamut in intelligence and ability. Some are very aggressive, while others are content to snipe from a distance. None of them just sit in space waiting to be shot. *Parallax* should take this AI and license it to the various flight sim houses.

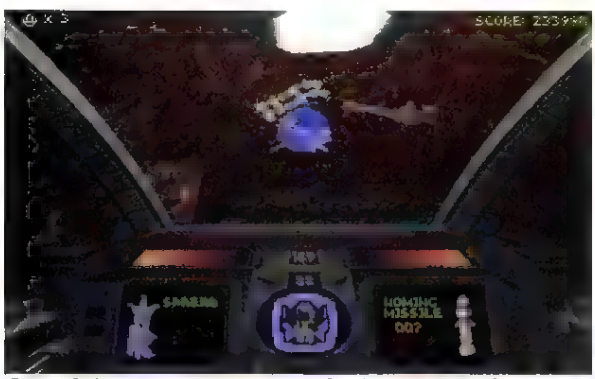
The school of hard 'bots

A drawback for some in **Descent** could be the difficulty involved in trying to kill the end level monsters. Following an ancient tradition of games and fiction, you must kill the UPE. As in **DOOM** and **Heretic**, you have to kill a *couple* of PUPEs (the PenUltimate Personification of Evil) here, and therein lies the rub. The PUPE on level seven is surrounded by several other robots, can teleport, fires smart missiles and green globes that kill in one shot *and* will take all the missiles you can carry into that room and still absorb an outrageous amount of damage before dying. After trying all the techniques gleaned from online and the helpful hints from *Interplay* and spending *way* too much time trying, I gave up and cheated. Unfortunately, having cheated, you cannot *un*cheat. That is, your score stays at zero for the rest of the game if you save.

By the way, if you have a save of the completed sixth level from the shareware version, use it. That way you can go directly to level eight without having to deal with His Royal Botness.

Descent is a tense, exhilarating roller-coaster ride through a *Star Wars* theme park. But the end levels are a colossal *pain*, like being hit on the head repeatedly by a ballpeen hammer. I can beat a Cyberdemon legally in a large open room. I killed D'Sparil and all his ilk, but the special levels of **Descent**, like the end of **DOOM II**, are so difficult they "descend" into drudgery, without means to avoid them. Aren't games supposed to be *fun*? When companies, seeking to create the "baddest" UPE in the forest, crank defeating him to near impossibility, even at *rookie* level, they cheat most of their players out of the possibility of victory.❑

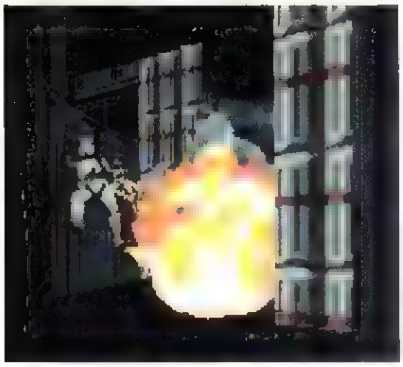
Samuel Brown Baker II



One of the many powere-ups in the game, this one augments your shields

Descent has a complete, color-coded mapping system

These little guys may look cute, but they have a mean bite



DARK FORCES

REVIEW

Designed by: LucasArts
Published by: [illegible]
Genre: [illegible]

Darth Vader, fresh from his failed mission to blunt the Rebels' preemptive strike against the Death Star, pilots his crippled TIE fighter back to the Executor, his personal Star Destroyer. Momentarily checking his rage, he retires swiftly to his abode in order to hold a private council with the Emperor.

Deftly, Lord Vader steps onto the holocom, and awaits Emperor Palpatine's demonic, yet expected, scolding. Hearing nothing, Vader guardedly decides to open the dialogue.

"What is thy bidding, my master?"

A huge, holographic apparition of the Emperor floats above him, casting a glaring eye at the cloaked apprentice.

"I have heard of the Death Star's destruction at the hand's of the Rebel Alliance. You have failed me as well as the Empire. Have you nothing to say on your behalf, Vader?"

Vader knows where the conversation is already beginning to head, having routinely dealt with subordinates who fail his personal dictum. Vader attempts to evade the issue.

"Master, our forces are already scouring all of the ship to ship communiques between the Rebel forces and should be able to divulge how the Death Star was compromised in a matter of hours."

Vader's response coaxes a smile from the Emperor. Preferring to remain one step ahead of his floundering student, the Emperor chooses to enlighten his once mighty disciple.

"There is no need for that. It is I who can tell you how we were deceived. The Rebels have managed to turn a bounty hunter to their cause, one Kyle Katarn. Not only did he uncover the schematics to the Death Star but he now threatens to undermine another secret project, one much more important to the well being of the Empire. That is where you come in, my friend."

Sensing — at least for the moment — that he's off the hook, Vader humbly asks for further information from his tyro.

"Please continue, master."

"Katarn has unwittingly discovered our plans to construct the Dark Troopers. Yes, even you, Vader, were kept in the dark regarding their development. But now that they are nearing completion, it is of the utmost importance that the Rebels be kept clueless beyond what they have already learned."

"Master, I will personally consume this renegade as I have destroyed ObiWonkenobee. The secret of **Dark Forces** shall never be revealed."

"Wish that as I may, you can not. There is no head to head mode option available in this encounter. No, you will have to rely on the Empire's minions to eradicate Katarn. I've already taken the liberty of instructing our bases to remain on full alert. Our entire complement of stormtroopers, Imperial Guards, probes and various other allies shall deal with this defector."

No head to head saber fight? Vader mused. **Dark Forces** has one true failing.

"Where do our intelligence agents suggest we begin to search for this traitor?"

"Our operatives are uncertain as yet. He could be hiding in any one of a dozen worlds including the Rebel city of Talay, the Anoat System, an Imperial detention facility or even Jabba the Hutt's space cruiser. Use your discretion, Vader."

"As you command, master. By your description then, am I to believe that **Dark Forces** is a side scrolling adventure game through the Star Wars universe?"

"Vader, your oxygen inhalant system is obviously malfunctioning! Have you no clue yet as to the purpose of **Dark Forces**? The game puts even the likes of **DOOM** to shame, since the character, as Katarn, can traverse much of the Star Wars universe utilizing a first-person, perspective view. Not only can Katarn look up and down, jump, duck, crouch and crawl but he can interact with many of the very same characters and worlds previously only hinted at in the movies. Even some of the cinematic cut scenes have been incorporated into the game."

"I suppose there are even fantastic sound effects and a soundtrack based upon the score of John Williams?"

"Quite right. Remember, to keep your head low lest you lose your helmet to an errant laser blast. Katarn can amass up to eight different weapons including powerful thermal detonators and various other rifles and blasters. He may be a traitor but he's deadly. Furthermore, he possesses a PDA (Personal Data Assistant) to store what information he inevitably acquires."

Vader considered his dwindling options.

"I see the Rebels are no longer a mere nuisance to the Empire. Am I also to assume that there are various difficulty levels as well?"

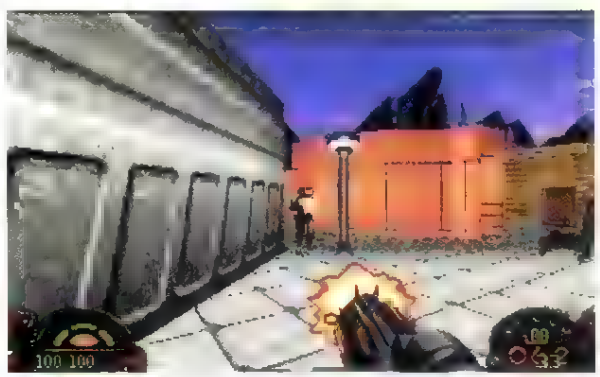
"Three to be sure ranging from easy to hard. So what do you have to say my sinister friend?"

Vader was lost in thought. Finally, and without hesitation, he responded to the Emperor.

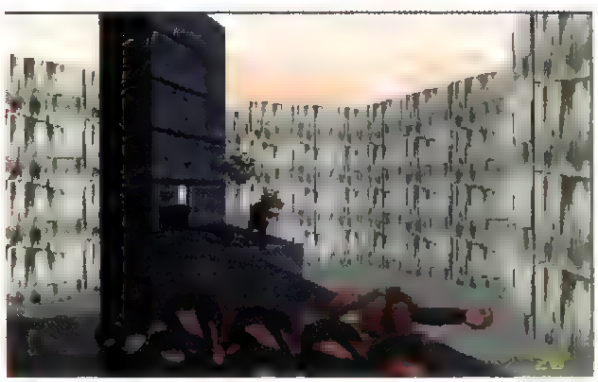
"Impressive, most impressive."

Marc Dultz

Luke felt the force but Kyle fights with style



This one's for Alderon!



You may want to duck

REVIEW

TAKE YOUR BEST SHOT!

Designed by: 7th Level
Published by: 7th Level
Systems: Windows CD-ROM

Remember that monotonous arcade game called **Pong** with those monotonous graphics and monotonous sounds (excuse me, not sounds, but *a* sound)? Nevertheless, there's no denying that **Pong** was an extremely addictive title. So now what happens when multimedia lords *7th Level* and animation king Bill Plympton update **Pong** to 90's standards? The result is **Take Your Best Shot**, a zany array of games, sounds, wallpapers, and even a stress reliever, all running under Windows.

Baseball in a suit?

Desktop Fun

In what seems like an off-shoot of **Monty Python's Desktop Customizer**, Bill Plympton's crazy characters, as seen on MTV, come to life on the computer screen in a series of engrossing games. As mentioned above, there's a parody of **Pong**, with new off-the-wall animation. In addition, players can control up to four paddles with their mouse, creating an extremely addicting experience. Then again, with updated graphics come updated sounds, which are played during the game. **Headshot** is another of the three wacky games available, which is similar to another **Pong** parody, but this time, there are animated head obstacles, which shoot out lighting bolts and other hazards.

The third game is remarkably different from its two other counterparts, allowing players to "buy some cracker-jacks and never come back" from the ballgame! Although this baseball simulation looks like a *Fisher-Price* toy in comparison to the **Front Page Sports** simulations, this is a quick and easy nine innings of America's favorite past-time. Two players can combat each other, or if you're all alone, don't shed a tear, because the computer can jump in and be your opponent! And no, there's no option to start swearing at the umpire... but what do you expect from a product that retails for under $20?

How do they do it? Value!

Finally, the package is rounded out with a game appropriately titled **Take Your Best Shot**. Jump into the ring for a chance to torture any opponent by twisting and turning their body, or you could opt for the good old uppercut. All these crazy interactive mini games coupled with colorful wallpaper, icons, WAV sounds and more result in a product with style, pizzazz, and enjoyment. Better yet, it's all packed onto a shiny CD-ROM for quite an affordable price. Sure, this isn't the next **King's Quest** epic, but it certainly is a solidly produced product, including the perfect games to play when you need a quick fix of zany action for a bargain price!❑

Geoff Keighley

VIRTUOSO

Designed by: Elite
Published by: Vic Tokai, Inc.
Systems: PC CD-ROM

The familiar adage of "sex, drugs, rock and roll" is often brought to bear when we speak of musical rock stars, but not often applied to a computer game. In what's perhaps the strangest concept put forth in computer games so far this year, *Vic Tokai* has transported a rock star into a 3D world to battle evil aliens, seagulls and snowmen, in **Virtuoso**, a first person 3D adventure.

If I only had my axe, man, I could slay these guys, huh huh

The concept of "shoot everything that moves" applies to this game, and the 3D engine falls into the usual "**Doom** clone" category. Unlike other 3D games where you only see your hands, this game allows players to see their character's entire body. The rock star you play has very fluid animation and movement, as it is motion captured video. The experience is divided into three major worlds, with those being Mars, a Haunted House, and a Biosphere. The Mars level has an acceptable premise, but when the Haunted House level asks you to shoot down sinister snowmen, you know they didn't exactly work "40 days and 40 nights" on the concept. As is always the case in these 3D blastfests, the concentration is on action, and **Virtuoso** does deliver its share of excitement, and also its share of annoyances.

Two things at once? Nope!

Perhaps the biggest problem is the fact that when you are walking, the character is unable to shoot. In order to fire you need to stop, aim, and then fire. This proves to be a very tedious exercise on later levels, especially when it's very hard to aim the character correctly. In addition, the character waltzes through these levels at a very leisurely pace, and there is no way to make him run, resulting in a major loss of excitement. When you're trying to escape from Mars and hundreds of enemies, don't you think it's time to pick up the pace?

To say that **Virtuoso** is a disaster-oso might be a slight exaggeration, but not by much. It's certainly not as bad as **The Fortress of Dr. Radiaki**, but then again, gameplay annoyances and the extremely outlandish concept are the nails that close the casket on this title. In such a fiercely competitive 3D game market, one has to recall that familiar adage of "sex, drugs, rock and roll" and wonder how it became interwoven into a 3D game so poorly, and so strangely.❑

Geoff Keighley

MORTAL KOMBAT

Designed by: Midway & Probe
Distributed by: Acclaim Entertainment, Inc
Systems: PC CD-ROM and floppy

We found a couple of teenagers in the local mall and asked them to comment on *Acclaim's* **Mortal Kombat II**. What follows is an unedited copy of their discussion.

"Dude, like it's **Mortal Kombat II**! It's bitchen! It puts every other fighting game to shame!" *[teens use lotsa exclamation points]*

"No way?! Uh, it's, like, on the PC? So does it, like, rule?"

"Uh, yeah. It kicks major ass. It's awesome. It's got all the moves, the fatalities, babalities, friendship moves, the blood, the gore. Kill, kill, kill! Man, let's go out and get in a fight." *[some teens like to fight]*

"Yeah! Fight, fight, fight! Uh, wait. Is, like, everyone in it?"

"Yeah. It's got, like, Liu Kang™, Kung Lao™, Johnny Cage™, Reptile™, Sub Zero™, Shang Tsung™, Kitana™, Jax™, Mileena™, Baraka™, Scorpion™, Rayden™, Kintaro™, and, like, Shao Kahn™."

"Uh, huh, like, uh, what's ™?"

"Uh, I dunno. It's some thing you have to use so the Man doesn't come after you. The Man is keeping me down, man."

"Yeah, I hate the Man. Uh, like, let's talk more about, like, the game. Are, like, the graphics really, like, uh, graphic? You know, blood and gore."

"Oh yeah. It's like, identical to the video game. You can, like, rip peoples' hearts out, de, uh, decapapitate them, all of that other cool stuff. The sound is cool too. There's, like, uh, voice and stuff. It's definitely the best game ever on the PC. It rules. Let's go commit some crimes."

"Cool, dude."

We now provide the following translation for the slang impaired (and for those of you who actually have brain cells).

Mortal Kombat II is the all-conquering king of PC fighting games. It is a carbon copy of the arcade game, featuring all of the fast action and graphic violence that it's famous for. Most of the moves require the dexterity of a 13 year old, but of course the game is only recommended for ages 17 and up because it's disturbingly violent. It requires some fairly serious hardware for full detail (and virtually requires a *Gravis* **Gamepad**), but if you've got the machine, you'll be rewarded with some fantastically violent action.

Steve Bauman

ATARI 2600 ACTION PACK

Designed and Published by: Activision
Systems: Windows CD-ROM and floppy

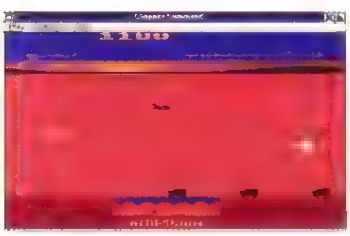
To celebrate their 15th anniversary of being the first independent video game producer, *Activision* has released the **Atari Action Pack**, the first of a planned series of compilations that will attempt to cash in on video game nostalgia. This is a bizarre concept, since videogames haven't really been around long enough to warrant nostalgia, but technology moves at such a rapid pace that 10 years in computers terms is probably equivalent to 20 years of development in other forms of popular culture (hence 1950's nostalgia in the 70's, 60's in the 80's, and now 70's in the 90's).

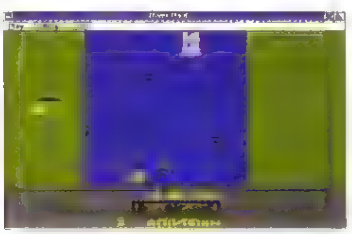
The **Action Pack** will allow gamers to see how the world used to play back when the *Atari* 2600 VCS was king. *Activision* has written an emulator for Windows™ that allows the games to be replicated *exactly* as they were on the VCS. The games included in this package are **Boxing**, **Chopper Command**, **Cosmic Commuter**, **Crackpots**, **Fishing Derby**, **Freeway**, **Frostbite**, **Grand Prix**, **H.E.R.O.**, **Kaboom!**, **Pitfall!**, **River Raid**, **Seaquest**, **Sky Jinks**, and **Spider Fighter**.

Frankly, most modern gamers won't be able to play these games. The VCS cartridges had all of 2K of RAM, and *Activision* was able to bump that to 4K and eventually 16K, which means that the graphics are non-existent, the sound obnoxious, and the gameplay limited and repetitive. However, and here's where that nasty nostalgia thing comes into play, you may end up enjoying yourself quite thoroughly with a few of the titles. Sure, some of them are outright clunkers (and were back then too—anyone for **Fishing Derby**?) but **PitFall!** was an amazingly good game and a precursor to all of the **Sonic**-style games of today, **Chopper Command** and **Spider Fighter** are extremely challenging shoot 'em ups (the latter a **Space Invaders** style shooter, the former a **Defender** clone) and **H.E.R.O.** remains as entertaining today as it was back then.

It would be hard to sell this to a modern gamer, but for people who played the originals it's amazingly easy to get right back into that **PitFall!** jumping rhythm or to memorize the location of all of the ships and fuel depots in **River Raid**. Make no mistake; these games make *Microsoft's* **Arcade** look like **Wing Commander III**, but they have a certain undeniable charm and do not depend on "boss" monsters, extravagant cut scenes, and or weird codes and moves in order to push gamers into playing "one more time." Instead, the designers focused on using everything the machine had to produce something that was fun to play over and over, and for the most part succeeded admirably. And so does this compilation.

Steve Bauman





Bill Holmes finds replacement baseball sims and Steve Bauman dunks on Scottie Pippen

Preview

Tony LaRussa Baseball 3

Stormfront Studios

Stormfront Studios is sure earning their keep this year. The design team worked with *Sony* on **ESPN BASEBALL**, basically providing them with a modified **LARUSSA** model, plus they are creating the game element for the upcoming **MICROSOFT BASEBALL**. But perhaps the most effort will go into the one that features their name displayed prominently on the box cover art **TONY LARUSSA BASEBALL 3.**

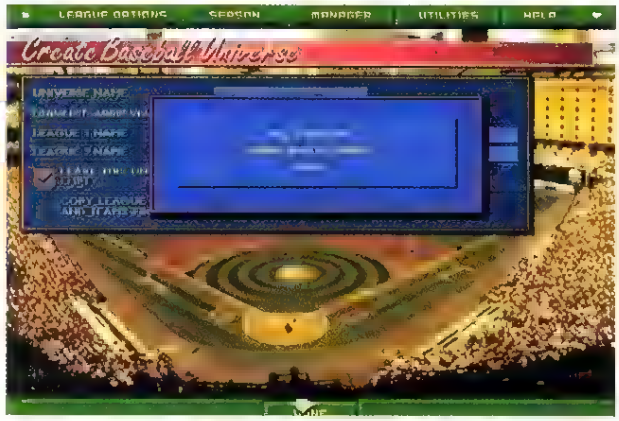
When *SSI* released **TONY LARUSSA BASEBALL 2** almost two years ago, it was a nice leap from the original and perhaps had the most promise of any game on the market. However, for reasons unknown (or at least *unadmitted*), the game featured some bugs that never were fixed leaving many game owners frustrated and unable to enjoy the game to the fullest. Now under a different label and with different distribution **TONY 3** faces the battle of lost momentum, forced to compete with games like **HARDBALL 4** and **FRONT PAGE SPORTS BASEBALL** that came out of the chute first.

The game, on CD-ROM only, features several distinct options like the Fantasy Draft, League and Exhibition Play, GM Challenge and even tips from LaRussa and a movie about the making of the game. The Fantasy Manager, still incomplete, looks very promising, with the ability to utilize salary cap, rotisserie dollars and player qualities to permit human and computer managers to assess and draft a team from scratch and even see ratings of how they are doing while in progress. The General Manager Challenge looks to be the most exciting and unique feature of the game, where you can actually program your scouts to hunt down particular types of players and make the necessary call-ups and roster moves. A "Year In Review" feature then lets you see who the retirees are, and the "Award Winners" list the MVPs, Rookies Of The Year, and more.

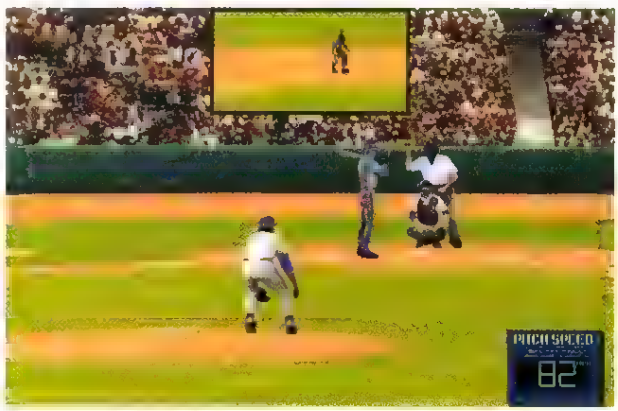
The gameplay will be familiar to prior **TONY** owners, although the graphics and animations will be much improved. The stadiums are all individually rendered, the animations film based, and the digitized speech and player photos are a plus. There are only two views, however (center field and home plate) and in SVGA mode there are two perspectives: closeup (action scrolls to follow the ball) and manager mode (action shown in an overhead view from behind the plate). There is an instant replay feature, but those looking for the "floating camera" of some other sports titles will be disappointed. Like all beta games, the ball is still as big as a melon, the curveball is something out of one of the *Flubber* movies and many of the game sounds are dull (these things will surely be fine-tuned as the project approaches completion).

Statistically, there are a ton of columns and every player can be listed, sort ability includes team, league, position and category. While the amount of information is great, I'd hoped that they would have given the player the ability to put the columns in the order of his choice. As it stands, the meat is there, but it may be a screen or two away. Seasonal, historical and sim-season stats are available.

Thankfully, everything can be edited, from the dimensions of the stadiums to the ratings of the players and the structure of the leagues. The schedule is a snap to use, simming seasons is blindingly fast, and the inter-related menu system makes access to anything a short-term affair.



Tony LaRussa Baseball 3



Tony LaRussa Baseball 3

So what we have is a game trying to target the people who enjoy the graphics of **HARDBALL 4**, the complexity of a **FRONT PAGE SPORTS BASEBALL**, and the accuracy of a statistical text game. And behind the push is an interesting matchup: *EA*, which abandoned baseball after **EARL WEAVER 2's** disastrous release, and *Stormfront Studios*, who were involved in **TONY2**'s "incomplete" release. Will they fill each other's needs and make an excellent team, or will the ball get dropped? We'll all know for certain when the game takes the field this Spring.

Interview

Pat Cook of Sierra

Part One

(Pat Cook is the current Executive Producer of the sports team at *Dynamix*, creators of the **FRONT PAGE SPORTS** series of software games)

STRATEGY PLUS: Hi Pat, and thanks for the opportunity to talk with you. Tell us a couple of things about the upcoming plans for this year.

PAT COOK: The first thing you'll see coming out, very soon, is the

LEGENDS AND STADIUMS disk bundled with **BASEBALL 94.** That's got all the patches. . . everything. I wish it was the product we could have shipped last year, because the stat model is real good, the AI, everything people have been requesting is in there with the stadiums, there's a lot of stuff. You can get it from *Sierra* direct; it's been done and in the box for two weeks now. The disk is only available direct because we did not put it on the shelves. **LEGENDS AND STADIUMS** will be available as a bundle deal with **BASEBALL 94** in retail, though

SP: So that's all the current stadiums?

PC: Yep, all the current stadiums, plus all the great teams, and there's a little document in there about why the guys who picked those teams picked them. Like one thing that's missing, people will notice, is the 1927 Yankees, but there's a good explanation why

SP: Because they're everywhere else?

PC: Because they're everywhere, that's exactly right. They're spread all over the place

SP: One of the major complaints about **BASEBALL 94** was the length of time needed to sim the games. Why is this?

PC: Next year's version will have a fast sim. It's a physics model, playing the game pitch by pitch, you just don't see the graphics. Other games use a table-based system, which is great for replays. **FRONT PAGE SPORTS** has never tried to be a replay game. We give you the environment and the world to play your league in

SP: Do you think that there will ever be a game that pleases both types of fan, the statistician and the arcade player, all the way, or is it just too big for one game?

PC: No one will be able to afford to do it. It will take too long and costs too much, also the tastes of the sports fan are always changing. Five years ago a game had fifteen stats and that's what people came to expect. Now if you don't have a hundred different categories, your game is a piece of junk

SP: You mentioned wrapping up a version of **FOOTBALL** for *INN*. What's next on the plate?

PC: For 1995, there will be a major overhaul in graphics. We'll look at the probability of doing them in 32 bit so there won't be any more memory problems, hi-res 640x480, and then some tweaking of the AI. Next year, a massive reworking of everything. Lots of new features, AI, modem capability. *Possibly*, and I'm not promising anything here, you'll be able to play over the internet. The products will be *Windows 95* based, this year will be our last DOS product and there will be no more floppies. The graphics alone on the football game are estimated at 70 megs!

SP: How about basketball <interviewer is kneeling here>?

PC: 1996, hopefully early Fall, maybe late Summer. *Windows 95*, CD-ROM only, hi-res graphics. We're working on the licensing right now. It will be a full five-on-five game. We have a prototype now, an "x and o" type thing, for the AI and logic. I feel that basketball is the single most difficult sport to model

SP: You have ten independent thinkers out there. How do you start that from scratch?

PC: We get the mechanics in first. Right now it's little circles and rectangles bouncing off each other, but you can start to see the logic develop. We started with a one on one game, and when we added in another player it was a huge change in logic, and every time you add another player, it adds more to the AI and the model. So we have to figure out how deep the player's process is compared to how quickly the game has got to flow. You could make the AI so good that everybody performs perfectly, but the game would be too slow. You'd be throwing away the arcade and action possibility of the game. We're trying to walk more in the middle ground.

Front Page Sports Baseball 94

Front Page Sports Baseball 94

Front Page Sports Football Pro

Review

Slam City

Digital Pictures

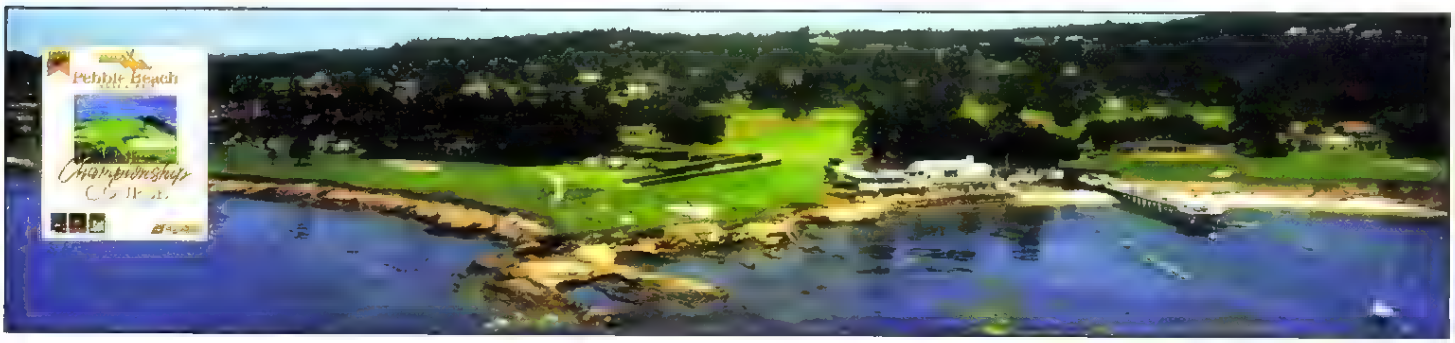
Just when you've written off all "100% full motion video" games as being complete rubbish along comes a title that shows that the genre has something of a future. One such game is *Digital Pictures* **Slam City**, a one-on-one basketball game that works so incredibly well that you almost think it's a groundbreaking game. Gameplay-wise it's not, but as a showcase for amazing technology it most certainly is.

The premise for the game is to play and defeat a number of street players in order to earn enough respect to take on Chicago Bulls superstar Scottie Pippen (though if you defeat him he'll refuse to play against you, claim to be underpaid, and demand a trade to another game). All of the characters you'll play against have distinct styles and personalities, and some are easier to beat then others. You get respect for dunks, steals, shot blocks, rebounds, and victories and lose it when you give up anything. After a play you may or may not have a short to medium length cut scene with some of the "street" stereotypes that hang out around the court.

Gameplay is incredibly simple and requires no basketball knowledge or skill. You can move left or right, shoot, or drive to the basket. All the game requires is timing: wait for the defender to break left and you break right and drive. If the defender is playing back, take an outside shot, timing your release at the apex of your jump. Due to the all-video format, don't expect do be able to do everything at any time as you will find that you can only drive to the basket at certain points in the action.

Slam City uses *Digital Pictures'* patented and proprietary DigiChrome® compression and InstaSwitch™ technology to deliver the best full-screen full-motion video seen in a game yet. Though it

Slam City

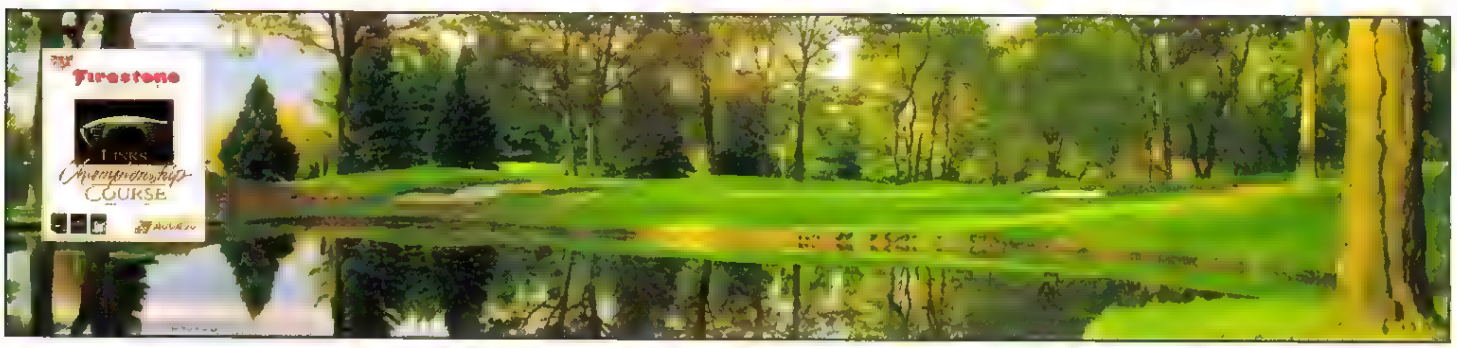


From the Beaches to the Mountains...

LINKS Championship COURSE

Access Software has gone the world over to convert some of the finest golf courses so that you can play them on your computer anytime of the day or night. Each is faithfully reproduced in exacting detail to make you feel like you're playing the actual course.

We call these renditions our **LINKS Championship Courses**. With Pebble Beach,® our newest release, we now feature a line of twelve world famous courses besides Harbour Town, featured in LINKS 386 Pro™, and Torrey Pines, included with LINKS® and Microsoft Golf®.



is still in low resolution VGA, the images do not appear grainy (which is common with most compression schemes). Even more impressive is InstaSwitch, which allows near-instantaneous switching from video clip to video clip without any delays. The program isn't doing any tricks like copying files to your hard drive as it's pulling all of the video from the CD ROM while you're playing. All of this technology doesn't come without a price: this is the first game that *requires* a Pentium™ processor (a 486 version, with a smaller video window and grainier video will appear shortly).

The game will not win any awards for playability. Despite being challenging, overall gameplay is still too limited by the all-video format. However, the game does have more replay value then any other all-video game that I've seen due to InstaSwitch. It becomes much less irritating to see the same video sequence over and over when it appear immediately (plus you can always skip the longer cut scenes). With four CDs and over two and a half hours of video there is less repetition than other titles. All in all, **Slam City** is a technological tour de force that does an amazing job of masking an average game.

Slam City

Slam City

from Canada to England to Florida...

Our lineup currently includes:

- *Troon North*
- *Firestone*
- *Dorado Beach*
- *Barton Creek*
- *Bayhill Club*
- *Bountiful*
- *Pinehurst*
- *Mauna Kea*
- *Banff Springs*
- *The Belfry*
- *Innisbrook*
- *Pebble Beach®*

All LINKS Championship Courses are completely compatible with and require LINKS–the Challenge of Golf®, Microsoft Golf®, OR LINKS 386 Pro™ to operate. From mountains or beaches, from across the sea or on the islands—happy golfing from ACCESS!

ACCESS Software, Inc. 1-800-800-4880
4910 W. Amelia Earhart Dr., Salt Lake City, UT 84116
Reader Service No. 89

ADULTS ONLY

INTERACTIVE

CD Brothel CD	$28
Club Cyberlesque	$33
Come Play With Me	$36
Cyber-Peep Interactive	$19
Dark Tunnels CD	$29
Desktop Mistress CD	$49
Desktop Voyeur 1 CD	$49
Deva X CD	$49
Digital Dancing CD	$32
Dream Girl CD	$28
Dream Machine CD	$54
Encyclopedia of Sex	$49
Fantas es nteractive	$35
Fox Pack CD	$37
Girlfriend Maria	$39
Girlfriend Nikki (R+)	$49
Girlfriend Nikki CD	$49
Girlfriend Spch Pack	$19
Girlfriend Suzie (R)	$44
Girlfriend Ten (R)	$49
Girlfriend Ten CD (R)	$46
Hot Slots CD	$39
Interactive Adult Sampler	$12
Advents of Seymore Butts	$54
Advent of Seymore Butt 2	$58
Interactive Lovers CD	$45
Int Sexua. Therapy	$54
International Strip Poker	$24
Intimate Journey CD	$24
Ladies Club Poker Night	$26
Love Slaves CD	$39
Lust Connection CD	$39
Maddams Family CD	$39
Midnight Stranger	$45
Mind Teazzer CD	$32
Mustang Interactive CD	$49
Neurodancer CD	$45
Neuropak CD	$59
Nick Steele PI CD	$59
Nightwatch Interactive 2	$39
Nightwatch Interactive	$39
Paradise Club CD	$39
Party Time CD	$19
Penthouse Interactive 2	$49
Penthouse Interactive 3	$59
Penthouse Interact ve	$59
Pleasure Zones CD	$33
Porn Mania CD	$49
Sc ssors N' Stones	$29
Secrets Interact veCD	$35
See Some 3 Some CD	$39
Sex Therapy Int CD	$59
Sexy S ot Machine	$24
Sorority House CD	$34
Space Sirens CD	$49
Spy Club (R) CD	$49
Strip Poker Pro (R)	$29
Strip Poker Pro CD	$30
Strip Poker Pro D sk 1	$16
Strip Poker Pro Disk 2	$16
Strip Poker Pro Disk 3	$16
Strip Poker Pro Disk 4	$16
Strip Poker Pro Disk 5	$16
Strip Poker Pro Disk 6	$16
Strip Poker Pro Disk 7	$16
Strip Poker Pro Disk 8	$16
Strip Poker Pro Disk 9	$16
Strip Pokr Pro Disk 10	$16
Strip Pokr Pro Disk 11	$16
Strip Pokr Pro Disk 12	$16
Strip Pot MPEG CD	$36
Surfer Girls CD	$39
Texas Tble Dnce CD	$39
Vampire's Kiss CD	$49
Velvet Dreams CD	$35
Virtual Director CD	$49
Virtual Valerie 2 CD	$42
Virtual Vibrations CD	$26
Virtual Vixens CD	$39
Virtually Yours CD	$49
WanderLust CD	$44
Winner Takes All CD	$39

FILM MOTION

101 Sex Positions 2	$24
Adult Movie Almanac	$59
Adventures of Mikki Finn	$39
Adventures of Snatchman	$39
After Dark Trilogy CD	$33
All That Sex CD	$24

'SPACE SIRENS' As a space privateer you are lured by the irresistible song of the sensuous Space Sirens emanating from a mysterious space station. You must fulfill their every desire or remain a sex slave on the station forever. Your prime objective - search and fulfill **CD $49**

'WANDERLUST' Mercilessly sent to the outer reaches of cyber space, your quest is to return to reality. In order to return, you must find the key that will unlock the doors to new encounters with in this vast oasis of high-tech decadence. Amazing 3D rendered environments coupled with beautiful women could make you want to stay for eternity **CD $44**

'THE WOMEN OF PLAYBOY MULTIMEDIA SCREEN SAVER' Hundreds of sensuous playmate images from five decades of Playboy Magazine playmates, magazine covers, cartoons, bunnies, and fine art. Customize your own experience. **CD $23**

'VIRTUAL VALERIE 2' The queen of cybersex is back! Virtual Valerie 2 is the ultimate in cyberotica and the embodiment of every red-blooded technophile's deepest desires! Sophisticated 3D modeling, tantalizing animation, erotic sound effects, and a sizzling music score combine to create a mind blowing sex-travaganza ! **CD $42**

'SCISSORS 'N STONES' Step inside the depths of an interactive erotic arena inhabited by beautiful women who engage in an all or nothing, head-to-head competition of high stakes. Fortunately, the stakes are not for money but rather for articles of clothing. Features include realistic 3D graphics and animation, full motion video strip sequences, multiple opponents/difficulty levels and audio CD sound track. **CD $29**

'VIRTUAL VIXENS' Save your friend from Crystal who has imprisoned him in a virtual reality pleasure world, for his failure to please her. You must satisfy three women before you can reach Crystal and solve the mystery of her strange erotic existence. A virtual reality science fiction adventure with 3D animation. **CD $39**

Amateur Models 2	$30	Bikini Beach CD	$44	Curse of Catwoman	$24	Erotic Dreams 2 CD	$32
Amateur Video WIN	$22	Blind Spot CD	$24	Dangerous Blondes	$29	Frat Girls of Double D	$29
American Blond CD	$24	Blond Fever CD	$36	Danish Girls Exlusve	$25	Full Motion Productn	$29
American Built CD	$24	Blond Justice CD	$25	Danish Girls Only 1	$25	Girls Doin' Girls 2 CD	$26
Amorous Asian Girls	$32	Blondage CD	$24	Debby Does Dallas	$38	Girls Doin' Girls 1 CD	$25
Animated Fantasies 2	$34	Breast Wishes CD	$22	Deception CD	$24	Girls From the Big East	$39
Animated Fantasies	$34	Bubble Butts CD	$24	Deep Throat CD	$29	Girls Games CD	$32
Asian Heat CD	$24	Busen Extra V. 2 CD	$28	Deep Throat Girls 2	$29	Girls Gone Bad CD	$26
Baby's Got Butt CD	$32	Busting Out CD	$39	Defending Your Sex Life	$24	Girls on CD 2 CD	$25
Bambi & Friends CD	$29	Busty Babes 2 CD	$28	Digital Seduction CD	$34	Girls on Girls CD	$34
Bare Assets CD	$39	Busty Babes 3 CD	$38	Dirty Debutantes CD	$24	Girls on Sunset Strip	$34
Bare Truth CD	$36	Busty Babes CD	$34	Dirty Duo CD	$22	Girls with Girls CD	$29
Best of Digital XTC 1	$39	Butt Of Course CD	$26	Dirty Laundry CD	$35	Heidi's Girls CD (R)	$28
Best of Inferno CD	$39	CD Rom Collect CD	$26	Dirty Ltle Adult Cartoon 2	$36	Hidden Obsessions	$25
Best of Vivid CD	$36	Cafe Flesh CD	$24	Doors of Passion 2	$27	Hot Stuff CD	$36
Best of Best 2 CD	$29	California Daydreamer	$29	Doors of Passion CD	$29	House of Dreams CD	$24
Best of Best 3 CD	$34	Camp Double D CD	$29	Double Entry CD	$24	Immortal Desires CD	$25
Betrayal CD	$27	Candy Snacker CD	$24	Dungeon of Dominnce	$36	L.A. Strippers CD	$34
Beverly Hills 90269	$28	Candy Stripers CD	$29	Electrosex CD	$39	Ladies Cb Pool Nght	$28
Beyond Explicit CD	$28	Cat and Mouse CD	$39	Endangered CD	$29	Legend 4 CD	$25
Big Bust Babes CD	$28	Centerfold & Covergrls	$24	EroticCafe CD	$48	Legends of Porn V 2 CD	$24
Big Town CD	$39	Collectables CD	$24	Erotic Dreams CD	$32	Legends of Porn V.1 CD	$25

'VAMPIRE'S KISS' Journey through the corridors of the vampire's ancient virtual 3D castle. Astounding interactive graphics allow you to search for the secret passageway that leads to the vampire's private chamber. Your actions determine the outcome, but beware of things that go bump in the night they just might suck more than your blood! **CD $49**

'CLUB CYBER-LESQUE' Sometimes you want to go where everybody knows your name, and they're all so glad you came. But other times you just want to get drunk and watch pretty girls take their clothes off. If your taste leans toward the latter, you've come to the right place. Sit down, relax and watch these beauties bare it all. **CD $38**

'HOT SLOTS' The Future... you've set your coordinates for the Hagar System. Word has it that after the sexual holocaust, Admiral James escaped the Garion Asylum to establish a world dictated by sexual pleasure and excitement. Lord Stevos has ordered you to locate Admiral James and negotiate his return to Earth. **CD $39**

'PENTHOUSE INTERACTIVE VOL.III' Brings fantasy to the desktop. With the Virtual Photo Shoot you can have one of the most envied jobs in the world: Penthouse magazine photographer! Penthouse Pets star in a private photo session where you call the shots! Features high quality full-motion video action, a custom soundtrack and the most beautiful models in the world. **CD $59**

'DREAM MACHINE' Travel through a 3D rendered virtual world where your only limitation is your imagination and your libido. This full motion video, has the most beautiful women in adult film. Interact with your seductive escort telling her what your sexual tastes are and she will guide you through a fantasy world to your ultimate climax. **CD $49**

'NEURODANCER' Navigate through the Neuro-Net by hacking into the forbidden worlds of dark mysteries, danger, and sensuality. Use computer and Vid-Fone to obtain credits to interact with the erotic NeuroDancers who traverse the computer networks in search of willing viewers. **CD $45**

ITEM STILLS

Celebrity Nudes CD	$25
College Girls CD	$36
Creme de la Creme	$29
Double Play V. 1 CD	$36
Double Play V. 1 CD	$36
Double Play V. 2 CD	$36
Erotic Fantasies CD	$26
Erotica CD	$42
European Erotica CD	$29
Eurotica CD	$19
Exotic Girls 3 in 1 CD	$19
Exotic Poses V. 1 CD	$22
Exotic Poses V. 1 CD	$22
Expose CD	$24
Extreme Delight CD	$28
Femme Fatale CD	$33
G...F.s That Keep Giving	$27
Garo Collection CD	$24
Girls of J Steve Hicks	$34
Girls of Risque CD	$26
Girls of Vivid V. 1 CD	$29
Girls of Vivid V. 2 CD	$19
Girls, Girls, Girls CD	$29
Glamour Girls of 1943	$36
Heavenly Bodies 1	$29
Heavenly Bodies 2	$39
Heavenly Bodies 2	$39
Heavenly Bodies 3	$39
High Volume Nudes	$28
Hooter Heavens CD	$36
Hot Pix CD	$24
International Beauties	$24
L.A. Lust CD	$19
Lady in Spain CD	$29
Leather & Lace CD	$29
Local Girls V. 2 CD	$22
Lovely Ladies II CD	$26
Massive Mellons CD	$39
More Northren Delights	$34
Northern Delights CD	$32
Nova Collection 1 CD	$26
Nova Collection 2 CD	$24
Nova Collection 2 CD	$24
Oral Fixation CD	$32
Overexposed CD	$39
Private Video Magazine 1	$29
Public Fantasies CD	$29
Select A Pet CD	$29
Sexiest Women CD	$19
Sexiest Women CD 2	$24
Sizzle CD	$36
Southern Beauties	$34
Stripping Hot Girls	$24
Super Smutware CD	$26
Sweet Cheeks CD	$26
Sweet Dreams CD	$29
Sweet Cheeks CD	$26
T & A to the Max CD	$16
Tabood Beauties CD	$28
Total Fantasy CD	$24
Underground Adult Ref	$26
Women of Moscow	$34
Women of Venus CD	$22

CDI ADULT

American Blond	$32
Blind Spot	$32
Blond Justice	$32
Blondage	$32
Cheating	$32
Immortal Desire	$32
Intimate Journey	$32
Love Bites	$32
Mask	$32
Naked Reunion	$32
Neurodancer	$39
Plumbrs Don't Wear Ties	$39
Sex	$32
Steamy Windows	$32
Super Models Go Wild	$32
The Coven	$32
Voices in My Bed	$32

CDI ADULT

Intimate Journey	$29
Mask	$29
Naked Reunion	$29
Sex	$29
The Coven	$29

ITEM BOTTOM

Loads of Fun CD	$32
Love Bites CD	$26
Mask CD	$25
Mind Shadows CD	$24
My First Time CD	$24
Mystique of Orient 2	$24
Naked Edge CD	$26
Nasty Neighbor Girls	$29
Nasty Nurses CD	$29
Naughty But Nice CD	$29
New Lovers CD	$24
Night Trips 2 CD	$25
Nova Collection 3 CD	$24
Novel Desires CD	$33
One Nine Hundred	$33
Orient XXXPress CD	$29
Oriental Treatment 3	$28
Passion Files CD	$25
Pleasure Dome CD	$28
Pleasure East Mts West	$28
Pleasure Love Slave	$28
Project X CD	$36

ITEM BOTTOM

Racquelle Released	$24
Rain Women CD	$38
Rimfire Pacific Video	$32
Sex CD	$25
Sex Foot Slut Pack CD	$59
Sexlandia CD	$36
Sexual Obsession	$29
Semre Butts Blown Away	$36
Semre Butts Inside Shane	$36
Semore Butts Paradise	$36
Semore Butts Honeymoon	$36
Shaved Pink CD	$27
Sinfully Yours CD	$29
Sliding In CD	$34
Sorority Sluts CD	$29
Spring Break Fantasy	$32
Steamy Windows CD	$25
Super Models Go Wild	$39
Super Models CD	$39
Superstars Japanse Porn	$39
Superstars of Porn	$24
Swap 2 CD	$24

ITEM BOTTOM

Temptation CD	$28
The Beat Goes On	$26
The Coven CD	$25
The Private Coll CD	$48
The Vision CD	$24
Tokyo Nightlife CD	$59
Topless Dancer CD	$29
Touch Me, Feel Me	$33
Toy's Not Boys CD	$29
Treasure Chest CD	$24
Ultimate Teasers CD	$26
Ultra Sex CD	$29
Urotsukidoji CD	$24
Urotsukidoji Coll CD	$59
Virgins V. 1 CD	$39
Voice in my Bed CD	$24
Volcano CD	$34
Wanda 2 CD	$24
Weekend at Ernies	$26
Wicked Q-Time Movie	$39
Wide Open Spaces CD	$34
Wild Innocence CD	$29

ITEM STILLS

101 Sex Positions	$39
3D Beauties CD	$19
3D Darling CD	$34
3D Dream Girls CD	$25
9495 CDX Calender	$29
Adult Palate 2 CD	$27
Adult Picture Library 1	$15
Adult Picture Library 2	$18
All Beauties CD	$24
Amateur Allstars CD	$26
Amateur Models CD	$22
American Girls 2 CD	$29
American Girls CD	$32
American Girls CD	$32
American Pie CD	$19
Asian Hot Pix CD	$19
Asian Palate CD	$34
Asian Palate V. 2 CD	$36
Biker Babes CD	$29
Blond Bombshells	$29
Bodacious Beauties	$34
Celebrity Nudes CD	$25

ADULTS ONLY

REBOUND

Pour gasoline on a petroleum fire to put it out

Dear Mr. Dultz

Unless you are trying, quite unusually for a magazine, to alienate some of your readers and lower your resubscriptions, I would like to suggest that you restrain your assistant *[now managing Ed.]* editor, Mr. Bauman, and all other writers, from inserting in their game reviews things like this

" evil people have managed to control all nodes of the web (sorta like the Republicans controlling the house and senate) and the keepers of..." [**Dreamweb** review, February issue]

I suppose this parenthetical effusion is meant to be "funny," although I would defy the writer to be able to explain what is funny about it. Judging from the results of the recent elections, a fairly large number of people are quite happy to see the Republicans in charge of the House and Senate. Many, indeed, are now eagerly looking forward to 1996, when the confused, incompetent liar now in charge of the executive branch, and the financially dishonest, power-hungry lawyer he's married to, are ejected from the positions they so unworthily occupy and consigned to the oblivion from which they never should have been permitted to emerge.

What will Mr. Bauman think when the GOP has both the Executive and Legislative branches under control? Whatever it is, let him keep it out of your computer gaming magazine.

Sincerely
Brian A. Lubby
Faribault, MN

Mr. Bauman replies
Dear Mr. Limbaugh

Thank you for taking time from your busy schedule to write in to the magazine. I apologize for not being nearly as funny as your very large self. Yes, the parenthetical was supposed to be funny, and unfortunately the article where I tried to offend all Democrats was yanked (it was probably a great liberal conspiracy). I'm an equal opportunity offender, though. I always thought that liberals weren't supposed to have a sense of humor (that whole media created "Politically Correct" thing).

Of course something like a quarter of all registered voters actually voted in the recent election, and just over half of those voted for Republicans, which means that your "fairly large number" is what, 15% of the population? Wow, that's a real majority.

As for your comments, Mrs. Gingrich, about the President and his bitch, I mean wife, all I can say is Richard Nixon, Oliver North, Ronald Reagan, George Bush, etc., etc. Shall I continue? The current administration is probably as dishonest as every one has been since Nixon (with the lone exception being the Carter administration). We've had Watergate, Iran-Contra, and S&L cover ups (which resulted in indictments against Democrats and Republicans, mind you). Let's see, Bush said "No new taxes." Reagan said, "We didn't trade guns for hostages." Hmm, if he is found guilty of any wrongdoing, it would seem that Mr. Clinton has followed in the footsteps of his distinguished Republican predecessors.

If, in 1996, the GOP controls the Executive and Legislative branches, I hope that they back up their long-winded rhetoric with actual legislature that doesn't discriminate against women, minorities, or the poor, and makes some sort of positive change in the country, avoiding the bi-partisan politics of hate that you seem to have mas-
tered.
How-
ever,
did

In which we finally serve a useful purpose

Dear Gringos,

I've been reading *S+* for quite some time now and I thought I'd drop you a line telling you how good I think it is. Here in the U.K. we have many publications but very few of them are for a "mature" audi-
ence.

UNDER A
Killing Moon
ACCESS Brings You the Greatest Virtual World Interactive Movie!
UNDER A
Killing Moon
This category-creating Interactive Movie from ACCESS Software goes light years beyond any other product labeled "interactive." Under a Killing Moon takes you to the streets of post World War III San Francisco and casts you into the role of Tex Murphy, Private Investigator, who first appeared in Mean Streets, and Martian Memorandum. Under a Killing Moon is a Virtual World full of people and places so richly detailed you'll feel like you're actually there.
ACCESS
SOFTWARE INCORPORATED
4910 W. Amelia Earhart Dr.
Salt Lake City, UT 84116
1-800-800-4880
Reader Service No. 89
Format: 4 CD's
for MS-DOS
Now Available! Now Available! Now Available! Now Available! Now Available!

Also with *SP* being a US publication and many of the meaty sims/wargames being programmed by US software houses *[aren't they quaint over there? More like software* warehouses.*er, - Ed]* I find it very informative. As an author of specialist libraries I need to keep up with soft ware trends in the simulation field. *S+* goes a long way to filling this void It would be wrong of me to ask more *[doesn't stop most people thank you for your kindness! - Ed]*

Since today's PC games demand higher and higher specs *[as they get taller and taller]*, I think the time right for you to do a short feature *[but would it measure up?!]* on hardware software "widgets" that enhance the sim-er's experience This could cover video accelerators (not just straight video cards), the new 3D APIs (BRender Renderware/TAOS etc.) and sound systems. A nice mixture of currently available hardware and soon-to-be hardware and or vapourware

One last point. In the last issue (52 March) there was mention of a Yamaha *[graphics accelerator]* chip. I thought I knew about most of the current "PC Bus Bashers" but I've not heard anything about this. What's the story?

That's all. Keep it up and check six

Richard Hawley,

Leeds, England, Euronet Media

Dear Richard

Well, as a magazine for a mature audience there's probably some *support hardware out there we* could *consider covering that you haven't mentioned, but then again there's probably no- one on staff currently healthy enough to give such hardware a thoroughgoing workout, and we wouldn't want to lead our readers on in such matters, would we? <cough*

On a more serious note, we do from time to time slip in some info on upcoming hardware into the pages of the magazine (now you know how much we love our work...), but of course there are limits on what we can do in this area (not self-imposed, we assure you!). We'll do our best to carry on for ya

The Yamaha *thingie's still under wraps so we'd best not disclose more about it right now (which means our even less ethical brethren have probably already scooped us again, oh woe). We'll do our best to give it an accurate write-up as soon as we have some good, hard info to share with you. <cough - - Ed (late night) ("who let this guy in here!" "He said he had a demo to show us ' "Next time, lock the door before you leave!!")*

Best epithet of the month

Dear Mag Crazies,

Eight years ago, I played **Falcon** on my puny IBM PC and the realism was incredible! The animation was smooth, enemy aircraft performed real air combat maneuvers, and the graphics weren't bad. Why, after all these years, has that standard become unreachable? I wish game designers would get the message that real flight sim fans go for playability, not graphics Let's try to get these games back to the exciting, tactical simulators they once were instead of the *power hungry hangar queens* they have become!

Casey Hudson

Edmonton, Alberta, Canada

Dear Casey

Gets cold up there in Edmonton this time of year, eh? I can think of a few pretty vociferous power-hungry hangar queens recently elected to our House, too — what a nuisance! Oh well, life can be a pickle

If you've got something to say - say it!
Write to
Strategy Plus
P.O. Box 5692
Burlington
VT 05402
Letters may be edited for space

"The future of interactive entertainment is here."
–Christopher Lindquist, Electronic Entertainment

"Under a Killing Moon sets a remarkable new standard for graphic adventures, and in my mind, at least, puts an end to the quest for the interactive movie." –Vince Broady, MultiMedia World

Winner of 1994 Strategy Plus Magazine Cinema-Graphic Adventure Game of the Year Award

Winner of the 1994 Computer Game Review "Golden Triad Award" in Recognition of Superior Quality

Winner of 1994 CD ROM Today "Rommie" Award for Best Entertainment Adventure Software

Winner of 1994 PC GAMER Award for Special Achievement in Design Excellence

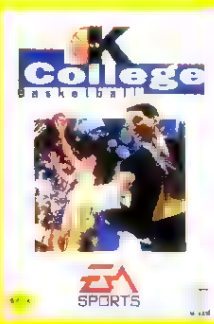
Available! Now Available! Now Available! Now Available! Now Available! Now

CHIPS & BITS INC.

Call 800-699-4263
PO Box 234 Dept 10281 Rochester, Vermont 05767
Fax 802-767-3382

'GENESIS 32X SYSTEM' Genesis 32X will turn your existing Genesis & Sega CD into state-of-the-art machines! Features crisper & smoother video footage that have never been seen at home **$99**

'NBA JAM: TOURNAMENT EDITION' Slam home all the excitement of the arcade sensation! Over 100 stars, 9 all new rim-rattling monster dunks, post season action, power up icons, hot spots, injuries, subs and new secret characters! **$62 SNES $66**



'COACH K COLLEGE BASKETBALL' Delivers real college hoops strategies. Slams, alley-oops, mid-air passes, and 3-pointers will bring the crowd to its feet! Watch out below! 32 top college teams and 8 all-time championship teams to choose from. **$54**

'TROY AIKMAN NFL FOOTBALL' A whole new standard for video football games! Over 50 game situations and 174 programmed plays including some from the Cowboy's playbook. Features every NFL player names, numbers, stats and 5 play modes. **Jag $62**

'ROAD RASH 3' The smash hit is back and it's nastier than ever! Race against 7 countries with 5 new weapons to find, borrow or steal including a cattle prod and a crow bar giving you a total of 7! All new graphics and car bleeding sound effects. **$62**

'3DO SYSTEM' The interactive multiplayer attaches to your color television and stereo equipment. Features full screen, full color video playback and full compatibility with audio, photo and video CDs **$399**

GEN HARDWARE

Aura Interactor	$79
Batter Up	$64
CD Sys 2 SEGA CD	$229
Game Gen Sega CD	$36
Gen CD Backup Cart	$49
Genesis CDX System	$399
Gen RF Unit for Gen 2	$19
Gen System Sonic 2	$129
Genesis Team Player 2	$34
Lethal Enforcers Gn 1or2	$18
Mega Mouse	$34
Remote Arcade System	$36

GEN ADVENTURE

Addams Family Values	$56
Adv of Batmn&Robin	$46
Aero the Acrobat 2	$52
Akira CD	$54
Batman & Robin	$52
Batman Forever	$64
Batman Revenge of Joker	$34
Beavis & Butt Head	$54
Boogerman	$49
Bouncers CD	$52
Casper	$54
Comix Zone	$58
Corpse Killer CD	$49
CyberWar CD	$52
Dark Seed CD	$52
Death of Superman	$52
Demolition Man CD	$54
Desert Demolition	$44
Die Hard 3	$56
Dracula CD	$49
Dragons Lair	$54
Dragons Lair 2 CD	$52
Dungeon Explorer CD	$44
Dynamite Headdy	$49
EarthWorm Jim CD	$52
Ecco Dolphin or CD	$52
Eraser CD	$52
Fahrenheit CD	$52
Flashback CD	$46
Flintstones Movie	$56
Incredible Hulk 2	$58
Iron Helix CD	$49
Itchy & Scratchy	$43
Johnny Mnemonic CD	$58
Judge Dredd	$54
Jurassic Park CD	$49
Kingdom CD	$52
Lawnmower Man	$49
Lion King	$46
Loadstar 2 CD	$54
Loadstar CD	$49
Lords of Thunder CD	$44
Michael Jordan	$52
Mickey Mania	$58
Mickey Mania CD	$58
Mighty Max	$54
Mutant Chronicles	$59
Myst CD	$46
Out of this World CD	$49
Pagemaster	$54
Penn & Teller CD	$48
Phantom 2040	$58
Pitfall	$59
Pitfall CD	$48
Power Rangers	$50
Power Rangers CD	$46
Return of the Apes	$56
Revolution X	$59
Rise of the Dragon CD	$46
Risk Star	$44
Robocop Vs Terminator	$58
Scooby Doo	$52
Secret Mnkey Island CD	$42
Shadow of Beast 2 CD	$52
Snatcher CD	$44
Sonic the Hedgehog 4	$59
Space Ace CD	$52
Space Adv Cobra 2 CD	$46
Spid &Venm Max Carn	$52
Spiderman TV	$56
Star Trek Deep Spce 9	$56
Star Trek: Starfleet	$46
StarGate	$54
Steven Seagal	$54
Stone Protectors	$54
Sylvester & Tweety	$54
Tazmania	$52
The Mask	$56
The Punisher	$56
The Shadow	$56
The Tick	$54
The X-Files	$56
Thunder in Paradise	$52
Time Cop CD	$44
True Lies	$54
Virtua Springfield	$56
Warlock	$52
Who Shot Jhn Rock CD	$49
Wild Woody CD	$52
X MEN 2 Clone Wars	$52
X-Perts	$58
Young Indy Jones CD	$44
Zorro	$58

GEN KICK & PUNCH

Art of Fighting	$49
Ballz	$49
Brutal	$52
Brutal CD	$49
Clayfighter	$52
Cybernauts	$54
Double Dragon 5	$52
Eternal Champions CD	$46
Fatal Fury CD	$44
Final Fight CD	$44
Justice League	$58
King of the Monsters 2	$49
Kung Fu	$58
Mortal Kombat 2	$62
Mortal Kombat 3	$69
Power Instinct	$54
Primal Rage	$58
Rise of the Robots	$56
Rise of the Robots CD	$44
Samurai Showdown	$58
Samurai Showdwn CD	$44
Shaq-Fu	$39
Streets of Rage 3	$56
Super Street Fighter 2	$59
Supreme Warrior CD	$52
Weaponlord	$59
Wolverine	$58
World Heroes 2	$56

GENESIS STRATEGY

Aero Biz Supersonic	$59
Ahmanians	$44
BrainDead 13 CD	$49
Caesars Palace	$49
Columns 3	$46
Dark Ride CD	$54
Dune CD	$49
Dune Battle for Arrakis	$49
Family Feud	$49
Generations Lost	$49
Genghis Khan 2	$56
Jeopardy CD	$49
Mega Bomberman	$44
Monopoly	$46
NFL Trivia CD	$49
Operation Europe	$59
Pac Attack	$44
Pac Man 2	$52
Pac in Time	$52
Panic! CD	$44
Powermonger CD	$43
Rise of the Phoenix	$58
Risk	$46
Romnce 3 Kingdoms 3	$59
Star Wars Chess CD	$44
Super Battleship	$43
Theme Park	$44
Third World War CD	$44
Trivial Pursuit CD	$49
Wheel of Fortune CD	$52
Wrehead CD	$52

GEN ROLE PLAYING

After Armageddon CD	$49
Battletech GA	$54
Battletech CD	$52
Beyond Oasis	$68
Cybercop	$44
Dark Wizard CD	$43
Dungeon Master CD	$44
Eye of the Beholder CD	$42
Hemdall CD	$44
Lufia	$56
Lunar 2 CD	$54
Lunar CD	$46
New Horizons	$62
Phantasy Star 3	$58
Phantasy Star 4	$82
Pirates Gold	$49
Popful Mail CD	$49
Revengr of Vngnce CD	$44
Shadow Run	$49
Shining Force 2	$66
Shining Force CD	$46
Syndicate	$44
Uncharted Waters	$59
Vay CD	$48

GENESIS SPORTS

ATP Tennis	$49
Barkley Basketbal	$49
Bass Masters Classic	$56
B Wash Cllege Fibl 95	$54
Brett Hull Hockey 95	$49
Champ Soccer CD	$46
Coach K College Bskb	$54
ESPN Baseball CD	$54
ESPN Football CD	$58
ESPN Hockey	$58
ESPN Hockey CD	$58
ESPN NBA Hngtme CD	$58
FIFA Internatn Socr '95	$54
FIFA Internatnl Socr CD	$49
F Thomas B g Hrt Bsb	$64
Greatest Heavyweights	$49
Hardball 95	$49
MG Internatn Tr Tennis	$52
Jack Nicklaus Signature	$44
King Salmon	$42
Line Drive Baseball	$54
Links Pro Golf CD	$56
Madden Football 95	$56
Marcos Magic Soccer	$49
Minnesota Fats Pool	$56
Mutant League Hockey	$44
NBA Action 95	$54
NBA Jam Session	$54
NBA Jam Sessn CD	$52
NBA Jam Tourn Ed	$62
NBA Live 95	$56
NCAA Bskelba Final 4	$54
NCAA Football	$54
NFL Football 95	$54
NFL Greatest Teams CD	$46

GENESIS SPORTS

NFL Quarterback Club	$64
NFL Team Heroes	$52
NHL All Star Hockey	$54
NHL All Star Hckey CD	$54
NHL Hockey 94 CD	$49
NHL Hockey 95	$54
PGA Tour III	$54
Payne Stewart Golf	$54
RBI 94	$52
RBI 95 CD	$42
Rugby World Cup 95	$52
Slam City CD	$52
Slam Masters	$54
Soccer World CD	$44
Spring News Socr CD	$46
TNN Bass Tournament	$49
Tecmo Baseball	$44
Tecmo Hockey	$56
Tecmo Super Bowl 3	$59
Tecmo Super NBA	$46
Tiny Toon Adventures	$44
TriaRussia Olt Bb '95	$49
ToughMan Contest	$54
Troy Aikman Football	$59
Unnecessry Roughness	$52
WWF Raw	$58
WWFSW Rage in Cage	$42
Wayne Gretzky Hockey	$54
World Cup Golf CD	$47
World Cup USA	$49
World Series Bball 95	$66

GENESIS SIMULATION

Al Unser Jr Racing	$46
B.C. Racer CD	$44
Battle Corps CD	$44
Daytona USA	$79
ESPN SpeedWorld	$58
ESPN Speedworld CD	$56
Flying Aces CD	$52
Flying Nightmares CD	$44
Full Throttle Racing CD	$52
Ground Zero Texas CD	$54
Knights of the Sky	$52
Megarace CD	$42
Micro Machines 2	$54
Midnight Raiders CD	$52
Nigel Mansell Indy Car	$52
Pacific Theater Ops	$58
Rally CD	$54
Road Rash 2	$42
Road Rash 3	$52
Road Rash CD	$52
Rock & Roll Racing	$49
SeaQuest DSV	$56
Super Bike Challenge	$48
Super Strike Trilogy CD	$52
Tomcat Alley CD	$49
Top Gear 2	$52
Virtua Racing	$69
World Champ Rally CD	$44

GENESIS SHOOTERS

Battle Frenzy CD	$42
Contra Hard Corps	$49
Crime Patrol CD	$49
Drug Wars CD	$49
Exo Squad	$52
Fire Team Rogue	$49
Gauntlet 4	$42
Keio Flying Squad CD	$45
Lethal Enforcers 2	$56
Lethal Enforcers 2 CD	$44
Lethal Enforcers wgun	$66
Lethel Enforcers wgn CD	$56
Lode Runner CD	$46
Mad Dog McCree 2 CD	$49
NovaStorm CD	$56
Star Strike 2000 CD	$56
Stellar Fire CD	$44
Surgical Strike CD	$52
The Exterminators CD	$56
Total Carnage CD	$52
Urban Strike	$52
View Point	$56
Zero Tolerance	$52

SEGA SATURN

Saturn System	$499
Dragon's Lair	$52
Dragons Lair 2	$52
Myst	$59
Space Ace	$52
Virtua Fighters	$66
Daytona USA	$74
Minnesota Fats Pool	$56
Mazin Mah Jong Statn	$56

GAME GEAR

Beavis & Butthead	$34
Ceasers Palace	$29
Itchy & Scratchy	$34
Lion King	$38
Mortal Kombat 2	$39
NFL Football '95	$38
NHL All Star Hockey	$38
SeaQuest DSV	$38
Shining Force 2	$42
Sonic Tripple Trouble	$38
Star Trek Movie	$34
Super Bike Challenge	$32
X Men 2	$38

SONY PLAYSTATION

Sony Playstation Syst	$429
Zeitgest	$62
Galaxy Fight	$58
Parodius	$58
Cyber Sled	$58
Ridge Racer	$58
Minnesota Fats Pool	$56
Mazin Mah Jong Statn	$56

SEGA MARS 32X

Neptune System	$399
Sega Mars 32X Syst	$99
After Burner	$42
Alien Trilogy	$62
Alone in the Dark	$52
BlackThorne	$52
Bump & Run Driving	$54
Chaotix	$58
Clayfighter 2	$52
College Basketball	$62
College Football	$59
Cosmic Carnage	$58
CyberBrawl	$56
Doom	$59
Dragons Lair 2	$52
F Thomas Big Hurt Bsb	$59
Genesis System	$99
GII Mags 38 Greatest Hits	$52
Heliblades	$54
Incredible Hulk 2	$54
Izzy's Olympic Quest	$52
Kingdom Far Reaches	$59
Metal Head	$59
Mortal Kombat 2	$62
Motocross Champ	$52
NBA Jam Tourn Ed	$59
NFL Instant Replay	$56
NFL Quarterback Club	$59
Over Drive	$94
Pitfall	$59
Prima Rage	$58
RBI 95	$57
RayMan	$54
Revolution X	$59
Slam City	$56
Star Wars Arcade	$52
Stellar Assault	$56
Super Space Harrier	$39
Supreme Warrior	$58
Tee Off	$56
Tee Time	$54
Totally Brutal	$52
ToughMan Contest	$56
Virtua Racing Deluxe	$59
Voyagar Star 2	$54
WWF Raw	$59
World Series Baseball	$62
Zorro	$54

SEGA MARS 32X CDs

Cadillacs & Din's CD	$56
Corpse Killer CD	$56
Dark Ride CD	$58
Fahrenheit CD	$52
Flying Aces CD	$52
Loadstar 2CD	$58
Midnight Raiders CD	$56
Night Trap CD	$59
Power Rangers CD	$52
Surgical Strike CD	$52
Tomcat Alley CD	$59
Wrehead CD	$52

SNES HARDWARE

Batter Up	$64
Lethal Enforcers Gun 2	$18
Power Plug	$34
Super Link	$29
Super Multitap	$32
Super Nin System Core	$109

SNES ADVENTURE

Addams Family Values	$56
Adv of Batman & Robin	$59
Akira	$59
Arty Lightfoot	$49
Beavis & Butt Head	$54
BlackThorne	$52
Boogerman	$58
Bugs Bunny	$56
Captain Commando	$59
Casper	$58
Death of Superman	$59
Demon's Crest	$58
Die Hard 3	$56
Donkey Kong Country	$64
EarthWorm Jim	$59
Flintstones Movie	$56
Generation 2	$54
Green Lantern	$58
Home Improvement	$54
Horde	$56
Hurricanes	$52
Ignition Factor	$54
Incredible Hulk 2	$58
Indiana Jones Greatest	$62
Itchy & Scratchy	$52
Izzy's Olympic Quest	$54
Judge Dredd	$59
Jurassic Park 2	$56
Knights of Round Table	$44
Lion King	$46
Mega Man 7	$59
Mega Man X 2	$59
Mickey Mania	$58
Mutant Chronicles	$59
Phantom 2040	$58
Pitfall	$61
Pocky & Rocky 2	$52
Popeye	$52
Power Rangers	$59
Putty Squad	$54
Ren & Stimpy Show 2	$56
Return of the Apes	$56
Revolution X	$66
Road Runner 2	$56
SWAT Kats	$58
Scooby Doo	$56
SeaQuest DSV	$59
Shien's Revenge	$52
Speedy Gonzales	$52
Spid&Venom Max Carn	$62
Star Trek Deep Spce 9	$56
StarGate	$62
Steven Seagal	$54

Int'l 802-767-3033

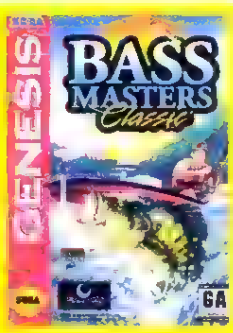
Source 10261

'SEAQUEST DSV' Striking graphics, underwater visual effects and outstanding game vehicles will satisfy your eyes. Offers four sectors of gameplay with 6 challenging missions in each sector for a total of 24 assignments **$56**

'SAMURAI SHOWDOWN' is shredding its way into your living room! This huge arcade hit will be lighting up Sega CD's with a mix of mysterious Samurai legends, awesome graphics and fast & furious sword-play **CD $49**

'JAGUAR SYSTEM' The new Jaguar interactive multimedia system has 64 bits of power Offers 16 million colors breakneck speeds cat-like control and movie-like special effects **$249**

'FAHRENHEIT' Fire roars out the windows Smoke is everywhere And it's up to you to rescue the unconscious people inside! Bravely enter burning apartment complexes train wrecks & chemical plant explosions **32X CD $52**



'BASS MASTERS CLASSIC' The most realistic 3D fishing game ever created for novice and expert anglers. Compete and place in a series of 4 tournaments Features real equipment performance boats and trolling motors **$56**

'MYST' The surrealistic adventure that will become your world. Journey to an island tinged with mystery, where only your wits and imagination will unlock an ancient betrayal of the past Features 3D photo-realistic graphics **CD $46**

SNES ADVENTURE

Super Return of Jedi	$63
Sylvester & Tweety	$59
Tales of Spike McFang	$56
The Mask	$59
The Shadow	$56
The Tick	$54
The X Files	$56
Thunder in Paradise	$54
Time Cop	$56
Tom & Jerry The Chase	$58
True Lies	$62
Warlock	$59
X MEN	$59
Zorro	$58

SNES SHOOTERS

Fire Striker	$52
Fire Team Rogue	$56
Future Zone	$56
Galactic Defenders	$56
Lethal Enforcers w/gun	$64
Metal Morphin	$49
Metal Warriors	$59
Operation Thunderbolt	$54
Super Metroid	$56
Super R-Type 3	$56
Sper Sonic Bastman 2	$56
Super Turrican 2	$56
Tin Star	$48
View Point	$54
Vortex	$48
Wild Guns	$54

SNES KICK & PUNCH

Best of the Best	$46
Brutal	$56
Clayfighter 2	$58
Double Dragon 5	$56
FX Fighter	$59
Fatal Fury 2	$49
Fatal Fury Special	$59
Fighters History	$56
Hagane	$59
Justice League	$64
Kung Fu	$59
Mortal Kombat 2	$66
Mortal Kombat 3	$69
Peace Keepers	$56
Power Instinct	$58
Primal Rage	$59
Ranma 1/2 2	$59
Rise of the Robots	$62
Samurai Showdown	$59
Shadow of the Ninja 2	$54
Super Street Fighter 2	$66
Survival Arts	$56
WCW Super Brawl	$52
WeaponLord	$59
Wolverine Adaman Rge	$62
World Heroes 2	$56

SNES ROLE PLAYING

Battletech	$59
Brain Lord	$56
Brandish	$62
Breath of Fire	$59
Breath of Fire 2	$64
Dragon Warrior 5	$66
DragonView	$62
EarthBound	$62
Final Fantasy 3	$66
First Queen	$56
Golden Empire	$62
Illusion of Gaia	$64
King Arthur/Knight Just	$59
Lord of the Rings	$54
Lufia 2	$59
Might & Magic 3	$59
New Horizons	$62
Robo Trek	$58
Savage Empire	$62
Secret of Evermore	$66
Secret of Mana	$59
Syndicate	$56
Ultima 7 Black Gate	$59
Warrior of Rome 3	$52

SNES SPORTS

Bass Masters Classic	$59
Bassin's Black Bass	$62
Brett Hull Hockey 95	$49
Cannondale Cup	$52
ESPN Hockey	$58
F. Thomas Big Hurt Bsb	$66
Hammer Lock Wrestling	$56
International Superstar Socr	$50
Kirby's Dream Course	$54
Looney Tunes B-Ball	$59
Madden Football 95	$56
NBA Jam Tourn Edition	$66
NBA Live 95	$59
NCAA Bsketball Final 4	$56
NFL Quarterback Club	$66
NFL Team Heroes	$56
NHL Hockey 95	$54
PGA Tour	$49
PGA Tour European	$59
PGA Tour II	$59
Power League Baseball	$52
RBI 94	$49
Sporting News Baseb	$59
Super Baseball Sim 2	$52
Super Bases Loaded 3	$62
Super Punch Out	$56
Super Soccer Champ 2	$54
TNN Bass Tournament	$56
Tecmo Baseball	$56
Tecmo Hockey	$58
Tecmo Super Bowl 3	$59
Tecmo Super NBA Bbll	$49
Tiny Toon Adventures	$52
Troy Aikman Football	$59
WWF Raw	$66

SNES SIMULATIONS

8 Hours	$49
Aero Fighters	$52
Air Cavalry	$49
Air Strike Patrol	$56
Al Unser Jr Racing	$52
Carrier Aces	$52
Choplifter 3	$44
Comanche	$59
Dirt Trax FX	$59
ESPN SpeedWorld	$58
Freeway Fly Boys	$52
Full Throttle Racing	$58
Kyle Petty's No Fear	$54
Micro Machines	$56
Nigel Mansel Indy Car	$59
Pacific Theater Ops	$59
Speed Racer	$49
Star Fox	$49
Star Fox 2	$62
Star Trek Starfleet	$52
Street Racer	$56
Super Bike Challenge	$54
Super F1 Roc 2	$49
Top Gear 3000	$56
Turn & Burn No Fly Zne	$52
UniRacers	$48
Urban Strike	$59
Wild Trax (Stunt Racer)	$52
Wing Commander 2	$62
World Champ Rally	$52

SNES STRATEGY

ACME Animation Factry	$64
Aero Biz Supersonic	$56
Animaniacs	$54
BreakThru	$44
Bust A Move	$42
Civilization	$56
Genghis Khan 2	$56
Jeopardy 2 (Deluxe)	$52
Kirby's Avalanche	$52
Lemmings 2 The Tribes	$56
Liberty or Death	$59
Lord of Darkness	$56
Mario Paint	$54
Mighty Max	$54
Operation Europe	$62
Pac Man 2	$52
Pac in Time	$52
Pinball Fantasies	$52
Rise of the Phoenix	$58
Risk	$52
Super Bomberman 2	$52
Super Pinball	$49
Super Tetris	$49
Tetris & Dr Mario	$54
The Brainies	$54
Theme Park	$56
Wario's Woods	$48
Wheel of Fortne 2 (Dlx,	$48
Wild Snake	$46

HINT BOOKS

Atari Jaguar Secrets	$14
Battletech Batte Book	$9
Beavis & Butthead Chtrs	$9
Brain Lord Official Players	$9
Donkey Kong Country	$9
Double Dragon 5 Book	$9
Final Fantasy 3 Players	$11
It's a NBA Jam Thing Bk	$9
Lion King Official Book	$9
Lufia Official Players	$9
Mortal Kombat 2 Players	$11
Mortal Kombat 2 Pocket	$8
NBA Showdown Guide	$12
NHL Hockey '94 Book	$12
Sonic Strategy Guide	$16
Super Street Fighter 2	$9
Virtua Racng Racng Gd	$9

NEO GEO

Neo Geo CD System	$589
Gold Sys/ Fatal Fury	$569
Gld Sys/ King Mnster	$569
Gld Sys/Wrld Heroes 2	$569
3 Count Bout	$149
Aero Fighters 2	$169
Agressor of Drk Kmbat	$169
Fatal Fury 2	$169
Fatal Fury Special	$169
Karnov's Revenge	$169
King of Fighters 94	$199
Nam 1975	$119
Samurai Showdown 2	$229
Street Hoop	$199
Sper Sidekicks Scer 2	$199
Top Hunter	$169
Top Players Golf	$69
WindJammers	$169
World Heroes 2 Jet	$199
World Heroes 2	$169

NEO GEO CD's

2020 Super Bseball CD	$69
3 Count Bout CD	$69
Aero Fighters 2 CD	$69
Agress of Drk Kmbt CD	$69
Andro Dunos CD	$69
Art of Fighting 2 CD	$69
Art of Fighting CD	$69
Bsball Stars Profl 2 CD	$69
Baseball Stars Prof CD	$69
Blues Journey CD	$69
Burning Fight CD	$69
Crossed Swords CD	$69
Cyber Lip CD	$69
Fatal Fury 2 CD	$69
Fatal Fury CD	$69
Fatal Fury Special CD	$69
Fight Fever CD	$69
Football Frenzy CD	$69
Ghost Pilots CD	$69
Gurunn CD	$69

NEO GEO CD's

Karnov's Revenge CD	$69
King of Fighters 94 CD	$69
King of Monsters 2 CD	$69
King of Monsters CD	$69
Last Resort CD	$69
League Bowling CD	$69
Magician Lord CD	$69
Mutation Nation CD	$69
Ninja Combat CD	$69
Ninja Commando CD	$69
Panic Bomber CD	$69
Puzzled CD	$69
Riding Hero CD	$69
Robo Army CD	$69
Samura Shwdwn 2 CD	$69
Samura Shwdwn CD	$69
Sengoku 2 CD	$69
Sengoku CD	$69
Soccer Brawl CD	$69
Super Sidekicks 2 CD	$69
Top Hunter CD	$69
View Point CD	$69
WindJammers CD	$69
World Heroes 2 Jet CD	$69
World Heroes CD	$69

JAGUAR

Jaguar CD System	$149
Jaguar Composite Mon	$19
Jaguar Power Kit	$149
Jaguar System	$249
Air Car Wars	$52
Alien Vs Predator	$56
Arena Football	$54
Battle Spheres	$54
Battle Wheels	$54
Brett Hull Hockey	$59
Bubsy	$44
Cannon Fodder	$54
Castle Wolfenstein 3D	$39
Checkered Flag	$38
Club Drive	$49
Doom	$59
Double Dragon 5	$52
Dragon Bruce Lee Stry	$38
Dune	$54
Dungeon Depths	$52
European Soccer Chal	$56
Fight for Life	$59
Flashback	$52
Flip Out	$52
Gunship 2000	$54
Hardball 3	$52
Horrorscope	$54
Hoseнose & Booger	$56
Hover Hunter	$56
Hover Strike	$52
Iron Soldier	$54
Jag Formula 1 Racing	$54
Kasumi Ninja	$59
Legions of the Undead	$52

JAGUAR

Lester the Unlikely	$54
NFL Football	$56
Pinball Dreams	$54
Pinball Fantasies	$54
Power Drive Rally	$57
Primal Rage	$58
Rage Rally	$58
RayMan	$58
Return to Zork	$56
Rise of the Robots	$59
Soccer Kid	$56
Space Wars	$52
Syndicate	$58
Theme Park	$58
Tiny Toon Adventures	$52
Troy Aikman Football	$59
Ultimate Brain Games	$54
Ultra Vortex	$54
Val D'Isere Skiing	$52
Varus Force	$54
White Men Can't Jump	$56
Wld Cup Soccer	$54
Zool 2	$46

JAGUAR CD's

Barkley Basketball CD	$52
Battle Morph CD	$52
Blue Lightning CD	$52
BrainDead 13 CD	$52
Chaos Agenda CD	$52
Creature Shock CD	$52
Demolition Man CD	$52
Dragon's Lair CD	$52
Freelancer 2120 CD	$52
Highlander CD	$52
Primal Rage CD	$59
Redemption CD	$52
Robinson Requiem CD	$52
Sou Star CD	$58
Space Ace CD	$54
Star Raiders 2000 CD	$52

CDI

CD-i 450 Magnavox	$289
CD-i 550 Magnavox	$479
7th Guest DV	$52
Axis & Allies	$44
Apocalypse Now DV	$22
Beverly Hills Cop 3 DV	$24
Burn Cycle	$46
Chaos Control DV	$44
Dark Castle	$34
Dragon's Lair 1 or 2	$44
Earth Command	$44
Escape Frm Cyber City	$44
Hunt for Red October	$22
Indecent Proposal	$22
Jeopardy	$36
Mad Dog McCree W/Gn	$72
Star Trek 6 D V	$22
Voyer	$44

3DO

3DO Control Pad Goldstar	$36
3DO Cntrl Pad Panasonic	$39
3DO Gun	$44
3DO System Goldstar	$399
3DO System Panasonic	$399
11th Hour	$59
All New People's Game	$52
Alone in the Dark	$46
BIOS Fear	$52
BrainDead 13	$52
Clayfighter 2	$46
Corpse Killer	$52
Creature Shock	$54
Crime Patrol	$52
CyberClash	$52
Cyberia	$46
Demolition Man	$58
Doom	$56
Dragon Tales Lore	$46
Dragons Lair 2	$52
Dublin Firemen	$54
FIFA International Soc	$52
Family Feud	$34
Flashback	$46
Flight Stick Pro	$89
Flying Nightmares	$52
Fun n Games	$52
GEX	$52
Guardian War	$49
Hell	$39
Killing Time	$52
Kingdom Far Reaches	$46
Lemmings Chronicles	$52
Mad Dog McCree 2	$54
Madden Football	$49
Magic Carpet	$54
Myst	$59
Need for Speed	$52
NovaStorm	$52
Off World Interceptor	$52
PGA Tour	$54
Pagoda of Puzzles	$54
Panzer General	$59
Pataank	$52
Primal Rage	$56
Pyramid Intruder	$52
Quarantine	$34
Rebel Assault	$52
Return Fire	$52
Rise of the Robots	$52
Road Rash	$56
Robinson's Requiem	$52
Rock & Roll Racing	$48
SHADOW	$52
Samurai Showdown	$52
Shanghai	$52
Shock Wave	$56
Space Ace	$52
Space Pirates	$49
Star Blade	$54
Star Control 2	$52
Star Trek TNG	$56
Sper St Fighter 2 Turbo	$54
Supreme Warrior	$52
Theme Park	$52
Trance Mission	$56
VR Stalker	$52
Vikings	$46
Wallaroo Cntry Clb Gif	$52
Wing Commander 3	$54

IBM CD ROM

7th Guest	$44
Alone in the Dark	$46
Day of the Tentacle	$42
Doom 2	$44
Eric the Unready	$19
Fred Pharkas Frontier	$32
Gabriel Knight	$42
Privateer	$19
Quest For Glory 4	$44
Sam & Max Hit Road	$29
System Shock	$47
X Wing Collectors	$46

PEN AND PAPER

AD&D Menzoberranzan	$22
Blood Bowl	$45
Call of Cthulhu	$18
C.C. Horror Orient Exp	$29
Gurps Basic Set	$16
Gurps Magic	$14
Planes of Chaos	$25
Robots	$14
Vampire Masquerade	$16
Wraith	$19

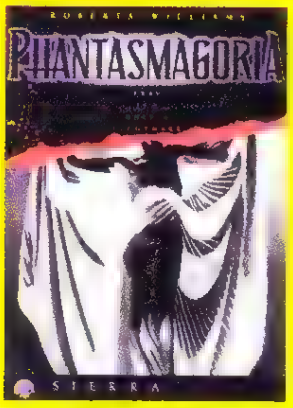
BOARDGAMES

Axis & Allies	$29
Battletech	$16
Blind Justice	$18
Civilization	$29
History of the World	$27
Talisman City Adventre	$29
War Hammer 40,000	$47

Reader Service No. 1

CHIPS & BITS INC.

Call [illegible] Fax [illegible]
[illegible] Int'l [illegible] Source [illegible]
[illegible]



'PHANTASMAGORIA' The story of a woman fighting for her life against the forces of evil in the most adventurous multimedia suspense thriller ever. Sophisticated Hollywood film techniques and digital effects create a frighteningly believable nightmare from which you may never awaken. **CD $49**

'USS TICONDEROGA' As Commander you have a NAVY Missile Cruiser to help you challenge enemies of World Freedom. Travel oceans around the world with this real-time game that can make experienced Commanders sweat. Nothing's average here. **CD $34**

'THRUSTMASTER F-16 TQS' You've got one of the best flight simulators on the market and the software is more sophisticated than the best the military had just a few years ago, but you're still using your keyboard to fly it? With the "TQS" you'll be flying that bird from an F-16 Cockpit! User configurable, thumb trackball, fore and aft throttle movement, dogfight switch and throttle tension adjustment wheel, as realistic as the real thing. **$110**

FREE SHIPPING!

Place an order for an out of stock software item and recieve **FREE** overnight shipping when product becomes available. Handling $2 per shipment.

'UNDER A KILLING MOON' Transports you to the virtual world of the feisty detective Tex Murphy. New features allow you to save and splice scenes together. An amazing level of detail & freedom of movement make this game visually and aurally stunning. **CD $49**

'LINKS PRO 386 CD' The most award winning golf game in software history has now been enhanced for the CD platform. From tee to green LINKS 386 CD is unrivaled in recreating a true golfing experience. Play at Hilton Head Island or Banff Springs Resort, Canada. **CD $25**

CD-ROM DRIVES

4 Plex Quad Drive	$429
Diamnd 1000 Kit (2x)	$329
Mitsumi Quad Speed	$215
NEC 4XE Multispn Ext	$489
NEC 4XI Multispin	$405
Sanyo Concord 3 4X	$215
S Blaster Omni (3X)	$329
Teac Sper Quad Drve	$342

CONTROLLERS

Auto Cockpit	$159
Avenger Space Ball	$169
CH Flight Stick Pro	$57
CH Pro Pedals	$75
CH Pro Throttle	$89
CH Virtual Pilot Pro	$75
Cyberman	$54
Grav Analog Pro J-stck	$33
Gravis PC Game Pad	$19
Gravis Phoenix Joystck	$83
Jet Stick	$24
Joyswitch	$38
Logitech WingMan	$26
Logitech WingMan Ext	$45
M-soft Natural Keyboard	$91
Notebook Gameport	$42
PC Virtual Golf Club	$119
T-master DCS (T1)	$111
T-master F16 TQS	$110
T-master FLCS (F16)	$110
T-master FCS (Mark I)	$59
Thrustmaster Gme Crd	$25
Thrustmaster RCSys	$99
T-master WCS Mark 2	$94
T-mast XL Action Cntrlr	$24
Universal Cockpit	$219
VFX 1 V Reality Hdgr	$949

SOUND CARDS

Adv Gravis Ultrasnd	$169
Pro Audio Studio 16	$119
S B 16 ASP wSCSI-2	$196
S B 16 MCD (ASP)	$177
S Blaster 32 AWE	$263
S B 32 AWE Value Ed	$169
S B Discovery CD 16	$249
S B Gameblaster 16	$379
Sound Blaster Value	$57
Snd Blaster Pro Value	$74
S Galaxy BX2 WSpkers	$29
S Galaxy NX2 WSpker	$49
Sound Man Wave	$125
Vivid 3D Plus Sound	$72
Vivid 3D Pro	$105
Vivid 3D Sound	$55
Vivid 3D Studio	$105

SPEAKERS

Altec ACS 100.1	$103
Audiophile Ref 10 A	$122
Audiophile Ref 30 A	$189
Jazz J-351 Speakers	$43
Jazz J-590 Speakers	$62
Labtec CS-1000	$59
Labtec CS-1400	$99
Labtec CS-800	$32
Sony SRS-PC20	$29
Yamaha SBS 300 Spkr	$88

VIDEO CARDS

Reel Magic Lite	$275
Reel Magic Vid Upgrd	$299
S Blaster Video Spigot	$199
SpdStar Pro SE VLB	$179
Speedstar Games Kit	$169
S-star Gmes Kit Accel	$169
Stealth 64V RAM 4MB	$529

7th Guest 2 11th Hr CD	$51
7th Guest CD	$44
Adrenaline Factor CD	$35
Adv W.Beamish VGA	$24
Adv of W Beamish CD	$24
Alien Virus CD	$38
Alone in the Dark 2	$34
Alone in the Dark 3 CD	$48
Alone in the Dark CD	$46
Amazon	$35
Arc of Doom WIN CD	$35
Atmosfear CD	$34
Beneath a Steel Sky	$33
Big Red Adventure CD	$40
Bioforge CD	$44
Blackthorne or CD	$29
Blake Stone or CD	$29
Blind Date CD	$38
Blood Society CD	$34
Bloodnet	$39
Bloodnet CD	$41
Blown Away WIN CD	$39
Body Count or CD	$29
Brain Dead 13 CD	$38
Buccaneers CD	$48
Bureau 13 CD	$33
Burn Cycle CD	$39
Cadillacs & Dino's CD	$49
Campaign Cartographer	$46
C-Wolfstein Msn 2or3	$24
Castle Wolfenstein CD	$42
C-Wolfstein-Spear Dest	$29
Central Intelligence CD	$25
Chaos Continuum CD	$29
Commander Blood CD	$44
Companions of Xanth	$32
Conan CD	$26

Conspiracy CD	$30
Corridor 7 or CD	$29
Creature Shock CD	$48
Curse of Enchantia CD	$23
Cyberia CD	$45
Cyberwar CD	$48
Daedalus Encountr CD	$46
Damnesia CD	$36
Dark Forces CD	$47
Dark Seed 2	$42
Dark Seed CD	$39
Day of the Tentacle CD	$42
Death Gate CD	$32
Defcon 0 CD	$39
Digital Dreamware CD	$24
Dinonauts CD	$29
Dinonauts WIN	$24
Discworld or CD	$35
Doom 2 Coll Ed CD	$52
Doom 2 Hell on Earth	$42
Doom 2 CD	$44
Doom Ware CD	$25
Dracula	$32
Dracula Unleashed CD	$39
Dragonsphere or CD	$25
Dreadnoughts Bismark	$29
Dreamweb	$34
Dune CD	$29
Dust CD	$42
Ecstatica CD	$35
Elf	$24
Entombed CD	$37
Evolution or CD	$29
Extractors CD	$34
Flash Traffic CD	$39
Flashback CD	$38
Fortress of Dr Radak	$32

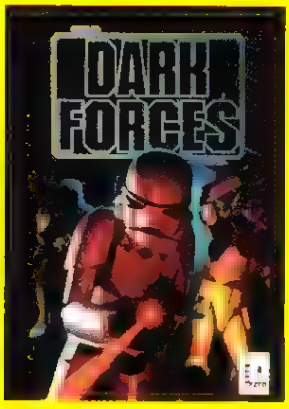
Frankenstein CD	$46
Fred Pharkas Pharm	$24
Frddy Pharkas Pharm 2	$44
Freelancer 2120	$35
Freelancer 2120 CD	$41
Full Throttle CD	$42
G Nome or CD	$43
Gabriel Knight	$29
Gabriel Knight CD	$42
Gadget CD	$45
Gateway 2 or CD	$29
Gateway Coll 1 & 2 CD	$36
Gender Wars CD	$49
Guy Spy CD	$29
Hand of Fate	$24
Hand of Fate CD	$39
Harvester CD	$44
Heaven and Earth	$32
Hell Cab CD	$42
Heretic 2 CD	$46
Hired Guns	$36
Hook	$32
I Have No Mouth or CD	$44
In Extremus	$42
Inca 3 CD ROM	$39
Inherit the Earth	$32
Inherit the Earth CD	$25
Iron Helix CD	$56
Jagged Alliance	$46
Johnny Mnemonic CD	$44
Jonny Quest	$26
Journeyman Project	$32
Journeymn Proj 2 CD	$48
Jurassic Park	$29
King's Quest 5 VGA	$32
King's Quest 6 CD	$45
King's Quest 7 CD W N	$49

Kings Ransom CD	$33
Kingdom O Magic CD	$54
L-Zone PCMC CD	$40
Lands of Lore 2	$42
Lands of Lore 2 CD	$46
Last Dynasty CD	$33
Laura Bow 2 or CD	$24
Lawn Mower Man 2 CD	$49
Legend of Kyrandia	$24
Legend Kyrandia 3 CD	$39
Legend of Kyrandia CD	$32
Leisure St Larry 5 VGA	$24
Leisure Suit Larry 6	$39
Leisure Suit Larry 7 CD	$44
Leisure St Larry Anth CD	$47
Little Devil CD	$34
Loadstar CD	$49
Lost Eden CD	$39
Lst Fle Sherlck Holmes	$32
Lunicus CD	$42
MTV Club Dead CD	$39
Maabus CD	$32
MacBeth CD	$35
Madness of Roland CD	$29
Man Enough CD	$34
Mission Critica CD	$34
Morph Man CD	$29
Myst CD	$46
Nibelrung Ring Cycle	$39
Night Trap CD	$48
Noctropolis CD	$47
Nomad or CD	$36
Operation Body Cnt CD	$29
Out of this World 2 CD	$45
Pagemaster CD	$44
Pepper's Adv in Time	$29
Phantasmagoria CD	$49

OVERNIGHT SHIPPING in US $4 per order Mail to Canada, PR, HI, AK APO, FPO $4 per order Worldwide airmail $6 per item Handling $2 per shipment Hardware orders may require additional shipping charges

Visa, MC and Discover accepted Checks held 4 weeks Money Orders under $200 same as cash COD $8 Defectives replaced with same product Most items shipped same day Shipping times may vary. Price availability may change All sales final Call for details

FREE GAME OFFER*



'DARK FORCES' You must capture the Death Star plan and infiltrate the Empire's secret facility where a new army of mechanized, super storm-troopers must be stopped Features richly detailed 3D environments and first person perspective. **CD $47**

'FULL THROTTLE' When you are beaten, deserted by your gang, framed for a murder, and left to rot on the roadside, the only instinct left is to survive. You are Ben, battle hardened biker, in this adventure about one man against the world. **CD $46**

'SPACEBALL AVENGER' Say later to the clunky, herky jerky action of keyboard mouse and joystick play! Enter the next generation of super cyberdynamics Spin on a dime Slip and slide Duck. Dive Unbelievable breakthrough! **$169**

'FLIGHT UNLIMITED' This revolutionary new simulator captures the pure joy of flight From soaring over beautiful and majestic scenery to the heart pumping thrills of flying inverted loops Flight Unlimited offers it all Five high performance aerobatic aircraft and five scenic locations. **CD $48**

'DUNGEON MASTER II' There's more to fear than ever before in 'The Legend of Skullkeep' This new world is alive with creatures and actions that will occur with or without you Stunning sound effects, real time combat. **CD $37**

*FREE GAME OFFER

Spend the specified amount on any in stock software and choose a free IBM game from the corresponding list below Offer subject to change or cancellation without notice Valid from April 1st - May 31st or while supplies last Request must be made at time of order

SPEND $60

Airborne Ranger 5.25 Falcon 3 Scen 2 MiG 29 3.5, GNB Scenario Builder 3.5 Gunship 5.25 Power Hits Sports 3.5/5.25 Charge of the Light Brigade 5.25 Chess Net WIN 3.5/5.25 Conquered Kingdoms Scen 1 3.5 Pirates 5.25 Railroad Tycoon 3.5, SD 5.25

SPEND $100

Battle Chess WIN 3.5/5.25 Battles of Destiny 3.5 Bridge 7.0 3.5 Cohort 2 3.5 DRAGON Force 3.5/5.25 Earthinvasion WIN 3.5 Kronolog Naz Paradox 3.5 MacArthur's War 3.5 Mega Traveller 5.25 Return of Phantom 3.5 Silent Service 2 3.5 Sony SRS9 Speakers

SPEND $160

Alone in the Dark 3.5 Command HQ 3.5 Dungeon Master 3.5/5.25 Falcon 3.0 3.5 F15 Strike Eagle 2 3.5 Flight Sim Toolkit 3.5 Microleague Baseball Manager's Challenge 3.5 Simon the Sorcerer 3.5/5.25 Ultima Underworld 2 3.5 Warlords 5.25

IBM ADVENTURE

Pitfall or CD	$38
Police Quest 4 DS&WN	$38
Police Quest 5 CD	$48
Prince of Persia	$25
Prince of Persia 2	$29
Psimaster CD	$44
Psychotron CD	$36
Psychotron MPEG CD	$38
Quarantine	$35
Quest for Glory 4	$29
Quest for Glory 5 CD	$44
Relentless CD	$44
Return to Zork or CD	$44
Rtrn to Zork wAnthCD	$44
Return to Zork CD	$45
Riddle of Master Lu CD	$48
Rise of the Triad	$35
Robocop 3	$32
Robot City CD	$46
Scroll CD	$38
Sea Legends CD	$44
Secret Monkey Island	$25
Secrets of Stargate CD	$28
Shadow of Comet CD	$37
Shadows of Cairn CD	$39
Silverload CD	$38
Simon the Sorcerer 2	$37
Simon the Sorcerer CD	$33
Skull Cracker CD	$41
Slaughterhouse 5 CD	$46
Space Quest 4 VGA	$28
Space Quest 6 CD	$45
Spce Shp Brainlock CD	$49
Spacesnip Warlock CD	$29
Spawn	$42
Star Reach	$36
Star Trek TNG Coll CD	$79

IBM ADVENTURE

Star Trek 25th Ann.	$26
Star Trk Judge Rtes CD	$42
Star Trk Star Fleet CD	$48
StarGate	$38
StereoWorld CD	$39
System Shock	$44
Tek War CD	$46
Terminator 2029 CD	$29
Terminator Rampge CD	$34
Terra Nova CD	$48
Terror of Deep or CD	$36
The Dig	$40
The Dig CD	$42
The Trial	$44
Thief of Dreams	$42
Touche	$39
Trouble is my Biz CD	$46
Tuneland CD	$48
U S President CD	$32
Under a Killing Moon CD	$49
Virtuoso CD	$39
Vortex CD	$45
Voyeur CD	$46
Walker	$32
Wetlands CD	$29
Whrin Spce Carmn Dx	$39
Whre in Wrld Carmen	$29
Whre in Wrld Crmen Dx	$44
Who Killed Sam Rupert	$24
Wng Commandr Ult 6	$29
Witchaven CD	$46
Wolf Hnt or Hnted or CD	$39
Wdruff & Schnibble CD	$32
Wrath of the Gods CD	$44
Yserbius	$26
Zombie Dino CD	$30
Zorro or CD	$39

IBM ARCADE

500 CC Race Bike	$29
Alien 3	$29
Alien Breed	$19
Aliens Ate My Babyster	$27
Animation Classics 2	$42
Atari 2600 Action Pack	$25
Atari 2600 Actn Pck CD	$25
Breakthru WIN	$35
Cannon Fodder CD	$22
Corpse Killer CD	$48
Creepers	$24
Crime Patrol CD	$35
Crystal Caliburn WIN	$29
Crystal Skulls CD	$40
Dragon's Lair 2 MPEG	$42
Dragon's Lair 3	$34
Dragon's Lair CD	$34
Dragons Lair 2 CD	$39
Drug Wars CD	$25
Eight Ball Deluxe	$31
Fast Attack	$46
Glider 4.0	$29
Goblins 3	$19
Hammer Slammers CD	$46
Ishar 3:	$33
Jump Raven CD	$42
Jurassic Park CD	$25
Lode Runner WIN or CD	$39
Mad Dog McCree CD	$35
Mad Dog McCree 2 CD	$35
Magnaflux Runner	$29
Mario's Game Gallery	$25
Mega Man X	$23
Meta & Lace	$27
Mickey Mania CD	$39
Microcosm CD	$36
Microsoft Arcade WIN	$29

IBM ARCADE

Mirage Thunder	$39
Monty Python's Waste	$48
Mortal Kombat	$24
Mortal Kombat 2 CD	$46
Novastorm CD	$34
Out of this World WIN	$19
Oxyd Magnum	$36
Pick'n Pile	$19
Pinball Fantasies	$29
Pinball Illusions or CD	$29
Pinball Worlds or CD	$35
Power Rangers CD	$25
Raiden	$29
Raiden CD	$32
Rebel Assault CD	$44
Revolution X CD	$45
Rise of the Robots	$45
Rise of the Robots CD	$48
Royal Flush Pinball CD	$30
Sink or Swim or CD	$19
Slam City CD	$48
Sleepwalker	$21
Soccer Kid	$19
Space Ace 2	$34
Space Ace CD	$38
Space Ace MPEG CD	$42
Space Pirates CD	$39
St Fighter 2 Comp CD	$22
St Fighter Comp CD	$22
Striker or CD	$46
Supreme Warrior CD	$48
T2 Arcade Game	$23
Tetris Gold CD	$32
Time Pockets CD	$46
Tubular Worlds	$36
Ultimate Pinball or CD	$34
Who Sht John Rock CD	$24

IBM ROLE PLAYING

AD&D Coll Pack CD	$35
AD&D Col Edition V.3	$19
Al-Qadim	$42
Al-Qadim CD	$39
Alien Legacy	$36
Alien Legacy CD	$39
Amberstar	$16
Arborea Journey	$34
Arena	$39
Arena CD	$45
Brandish	$34
Brandish CD	$34
Cobra Mission	$29
Curse of Azure Bonds	$15
CyClones	$39
CyClones CD	$39
Cyber Space CD	$38
CyberJudas CD	$48
Daemonsgate	$19
Daemonsgate CD	$19
Dark Queen Krynn Ed	$16
Dark Sun 2	$47
Dark Sun 2 CD	$49
Dark Sun	$47
Dark Sun CD	$49
Darklands	$19
Darksun Character Ed	$16
Demon Hunter	$42
Devil's Gate CD	$40
Disciples of Steel	$34
Disciples of Stee Editr	$16
Dragon Lore CD	$47
Dragon Wars Char Edit	$16
Dungeon Master	$19
Dungeon Master 2	$38
Dungeon Master 2 CD	$38
Elder Scrolls 2 CD	$48

IBM ROLE PLAYING

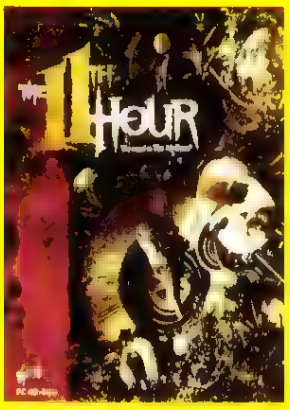
Elder Scrolls 2 CD	$48
Eye of the Beholder 1	$19
Eye of the Beholder 2	$19
Eye of the Beholder 3	$19
Gateway Savage Front	$32
Godtree Engine (RPA)	$26
Hell CD	$45
Hero Mght and Mag CD	$34
Hexx: Heresy of Wizard	$29
Hunters of Rark CD	$54
Ishar 3 CD	$33
Kingdoms Far Reaches	$40
Knights of Xentar CD	$38
Knights of Xentar	$44
Lands of Lore	$34
Lands of Lore CD	$41
Legacy	$39
Legend of Valor	$36
Lord of the Rings 2 CD	$38
Lord of the Rings CD	$33
Lord of Rings V 1 & 2	$19
Lords of Midnight CD	$48
Loremaster	$19
Menzoberranzan	$45
Menzoberranzan CD	$47
Might & Magic 3	$24
Might & Magic 4	$19
Might & Magic 5	$19
Pirates Gold	$19
Pools of Darkness	$38
Ravenloft 2 CD	$39
Ravenloft	$48
Ravenloft CD	$49
Realms of Arkania	$25
Red Crystal	$19
Return to Ringwrld CD	$44
Riftwar Legacy CD	$23

CHIPS & BITS INC.

Call [illegible] Fax [illegible]
Int'l [illegible] Source [illegible]
PO Box [illegible] Rochester, VT [illegible]

'METALTECH: BATTLEDROME' is a virtual-reality combat arena where strategy and tactics count as much as firepower. Mighty Herculan robots fight one-to-one for power, pride and money. Offers ten Herc chassis, broad weapons arsenal & adrenaline pumping music. **$32**

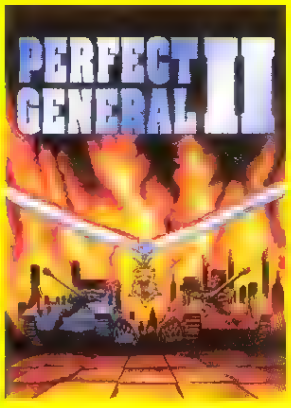
'MACHIAVELLI THE PRINCE' Explore the world, rule the high seas, and trade with over 40 cities in this game of world conquest. Achieve your ends through military action and political and religious manipulation. Bribery, piracy and assassination are a few of the methods you'll employ. **CD $40**



'7TH GUEST: 11TH HOUR' Sequel to 7th Guest except the stakes are higher, the puzzles more clever & the return visit even more unsettling. Solve puzzles and investigate clues that take you through Stauf's haunted house with movie-like plot twists, special effects & music soundtrack. **CD $54**

FREE
STRATEGY PLUS!

Receive an issue of Strategy Plus magazine **FREE** with any in stock software order. Offer subject to change or cancellation without notice. Valid from 4/1/95 to 5/31/95 or while supplies last. Quantities limited



'PERFECT GENERAL 2' is an unbeatable strategic and tactical experience with stunning graphics, intuitive interface, and the sharpest artfical intelligence ever. Feel the power as you command missions in the most exciting eras of world conflict. 5 levels of difficulty, modem play, live action video. **CD $38**

'PUZZLE POWER' Create and solve six different puzzle types: crosswords, word search, kriss kross, quote falls, cryptograms, and crypto quizzes. All puzzles have multimedia themes including video, pictures and sound. **$29**

[illegible]

Rngs of Mdusa Gld CD $23
Robinson's Requiem $33
Robinsn's Requiem CD $33
Rome $29
Shadow Caster CD $19
Sherlock Holmes 1 CD $29
Sherlock Holmes 2 CD $29
Sherlock Holmes 3 CD $39
Skyrealms of Jrune CD $39
Star Reach CD $36
Star Trail CD $45
Star Trail $41
Star Trk Deep Space 9 $41
Star Trek TNG CD $48
Stonekeep CD $44
Stronghold $19
Spemro Lgue Hoboken $34
Sword of China $42
Syndicate $37
Syndicate Plus CD $40
Thunderscape CD $48
Treasures Svage Frontr $19
Ultima 6 Fa se Prophet $19
Ultima 7 Series CD $29
Ultima 8 W/Spch Pk CD $32
Ultima 8 Pagan $26
Ultima 9 Ascension $52
Ultima 9 Ascension CD $52
Ultima 10 CD $54
Ultima Uword 2 $19
Ultima Uword Stygian $21
Unlimited Adventures $19
Wizardry 4 $19
Wizardry 5 ODCP $19
Wizardry 6 Cosmic Frge $22
Wizardry 7 Crusaders $19
World of Xeen CD $40

[illegible]

12 Roads to Gettsyburg $48
Annabel's Dream CD $52
Caste of Dr Brain VGA $19
Children's Wrting & Pub $42
Civil War $34
Daily Number Busters $30
EcoQuest Srch fr Cetus $29
EcoQuest VGA $32
Fatty Bear's Birthday $32
Frantic Factory WIN $24
Island Of Dr Brain VGA $29
Island of Dr Quandry $26
Last Chance to See $12
Multimedia Valdi WN $24
Pacific Theater $19
Print Shop Deluxe $49
Prnt Shp Dlx Bus Grph $26
Putt Putt Goes to Moon $42
Pt Pt Goes to Moon CD $34
Putt Putt's Funpack CD $34
Putt Putts Fun Pak $19
Quarky Quaysoo's Sc $29
Scooter's Magic Castle $32
Scret Isnd Dr Quandry $29
Stckybear Reading $24

[illegible]

7th Guest 2 11th Hr $16
A-Train $16
Aces Over Europe $16
Across the Rhine Guide $16
Advent Wrlie Beamish $10
Aegis Guardian of Fleet $16
Aircombat Pacific Gde $16
Al-Qadim Book $12
Alien Legacy Players $16

[illegible]

Alone in the Dark 3 $16
Arena $16
Armored Fist Guide $16
BattleTech Battle Book $9
Bioforge $12
Bk of Leisure St Larry $14
Blackthorne Guide $16
Blue Force Next of Kin $12
Castle Wolfenstein 3D $14
Civilization $16
Colonization Guide $16
Conquests Robin Hood $10
Curse of Azure Bonds $12
Cyber a Offcal Gude $16
Cyclones $12
Dark Queen of Krynn $12
Dark Sun 1 or 2 $12
Doom 2 Guide $16
Doom 2 Survival Gude $12
Doom Battlebook $14
Double Dragon 5 Book $9
Dracula Unleashed $16
Dragon Lore Guide $16
Dungeon Master $12
Dungeon Master 2 $16
Dynamix Grt Wr Planes $16
EcoQuest Srch fr Cetus $10
Eye of Beholdr 1,2,3 ea $12
Fleet Defender Gude $16
Flights of 13 Mike $16
Flights of Fantasy Prog $26
Frnt Page Sprts Bsebll $16
Frnt Pge Sprts Ftb 95 $16
Gabrie Knight $10
Gtewy Savage Frontier $12
Gob ns1 or 2 $10
Guide of Kngs Quest $16

[illegible]

Gunship 2000 $16
Hand of Fate $12
Harpoon 2 Gude $19
Hel Gude $16
Heretic Guide $16
ndi Jones 4 $12
ndy Jones Grfx Adv $12
nherit the Earth $12
Jagged Alliance $16
Jet Fighter 3 Guide $16
Jetfighter 2 0 $16
King's Quest 4,5, 6 ea $10
King's Quest 7 $17
Laura Bow 2 Hint Book $10
Legend of Kyrandia 3 $16
Leisure St Larry 1 6 ea. $10
Lemmings /dsk $18
Lode Runner Book $16
Lord of the Rings V2 $12
LucasArts Air Combat $16
Master of Magic Guide $16
Master of Onon Guide $16
Mechwarrior 2 Guide $16
Menzoberranzan $12
MicroSoft Golf 2 0 $16
Microsoft Golf 2 0 $16
Microsoft Space Sim $16
Might & Magic 3,4 5 ea. $16
Outpost Strategy Gu de $16
Pacific Strike Playtester $14
Perfect General 2 Gd $16
Police Quest 3 $10
Pools of Darkness $12
Populous 1 & 2 Offi Bk $16
Power Monger Strategy $16
Powermonger $10
Privateer Playtester's $14

[illegible]

Protostar $12
Quest for Clues 5 or 6 $16
Quest for Glory 3 or 4 $10
Questbusters 2 Keys $18
Raven oft 2 $12
Realms of Arkania $16
Rebel Assault nsiders $16
Return to Zork $10
Sea Wolf Guide $16
Secret Silver Blades $12
Shadow Caster $14
Sim City 2000 Guide $16
Skyrealms of Jorune $12
Star Crusader Guide $16
Star Trail $16
Star Trek 25th Ann $12
Star Trek Judge Rites $12
Stonekeep Guide $16
Strike Commander $16
Subwar Stratgy Guide $16
System Shock $12
Tie Fighter Guide $16
Treasures Svage Front $12
Ultima 8 Strategy Guide $16
Ultima U Stygian Abyss $12
Ultima Underworld 2 $12
Under A Killing Moon $16
V Victory $16
Wing Armada Playtstrs $12
Wing Commander 3 $18
Wing Comnder Armada $12
Wings of Glory $12
Wings of Glory Playtstr $12
Wizardry 7 $16
X-COM Official Stratgy $16
X-Wing Official Strategy $16
Yserbius $12

[illegible]

7th Guest Dune Bn CD $36
ADD Collector's Ed V1 $46
Air Combat Classics $19
Their Finest Hour
Battle Hawks
Secret Weap of Luftwaff
AllStar Sports Cretn CD $23
Allied Forces $9
M1 Tank Platoon, Ginshp
Aword Bundle $44
Kngs Quest 5 Red
Barron, Rise of Dragon
Award Wrnng Wargmes $39
Day of Tentcle /Jones 4 $44
E Arts Top 10 Pck CD $32
Eye of Beholder Cllectn $49
Eye of the Beholder,
Legend of Darkmoon
Assolton Myth Prannor
E of Beholder Clue Book
Falcn 3 W/T mastr FCS $99
5 Foot 10 Pck CD 1or 2 $29
Fleet Defender/T-mastr $72
Gateway Cllectn 1 & 2 $36
nterplay 10 Yr Anth CD $24
Mnd Shadow Tass Time
Bard's Tale Wastland
Dragon Wrs, Battle Chss
Lord of the Rings,Castls
Star Trk 25 Anniversry,
Out of ths World
King's Quest Anth CD $54
Land Sea Air Trilogy $12
Command HQ Red Storm
Rising, F15 Strike Eagle
Lemmings 1 & 2 CD $28
Lost Treasures Infocm $34

OVERNIGHT SHIPPING in US $4 per order. Mail to Canada, PR, HI, AK, APO, FPO $4 per order. Worldwide airmail $6 per item. Handling $2 per shipment. Hardware orders may require additional shipping charges

Visa, MC and Discover accepted. Checks held 4 weeks. Money Orders under $200 same as cash. COD $8. Defectives replaced with same product. Most items shipped same day. Shipping times may vary. Price / availability may change. All sales final. Call for details

FREE GAME OFFER*

'GRAVIS PHOENIX FLIGHT & WEAPONS CONTROL SYSTEM' 24 programmable buttons for joystick and keyboard controls. Pre-configured settings for the most popular games. Jet-style joystick handle. Unique 2 handed control **$83**

'CRYSTAL CALIBURN' A truly great pinball game is more than great graphics and spectacular sounds more than the latest arcade features like 3D ramps and three multi ball play, more than fast ball movement and precise flipper control, it's one that keeps you coming back for more **$29**

'JETFIGHTER 3' Heart pounding, you see thick smoke billowing out of your right engine. The stick bites into your white knuckle grip. nothing could be more real than Jetfighter three. Gripping alarms, digitized voices, engine noise and incredible scenery **CD $47**

'X-COM TERROR FROM THE DEEP' The war continues. X-COM brings the alien terror into a totally new dimension. Your combat now extends to the strange new worlds of the deep where superior alien technologies threaten the very survival of this planet. Your planet. Earth **CD $40**

'GREAT NAVAL BATTLES VOL.III FURY IN THE PACIFIC, 1941-44' You get all major U.S. and Japanese ships and aircraft of the Pacific Theater. A random battle generator provides unlimited conflict from small surface engagements to full blown battles. **CD $46**

*FREE GAME OFFER

Spend the specified amount on any in stock software and choose a free IBM game from the corresponding list below. Offer subject to change or cancellation without notice. Valid from Apr 1st - May 31st, or while supplies last. Request must be made at time of order.

SPEND $60

Airborne Ranger 5.25, Falcon 3 Scen 2 MiG 29 3.5, GNB Scenario Builder 3.5 Gunship 5.25, Power Hits Sports 3.5 5.25, Charge of the Light Brigade 5.25, Chess Net W/N 3.5/5.25, Conquered Kingdoms Scen 1 3.5, Pirates 5.25, Railroad Tycoon 3.5, SD 5.25

SPEND $100

Battle Chess W/N 3.5 5.25, Battles of Destiny 3.5, Bridge 7.0 3.5, Cohort 2 3.5, DRAGON Force 3.5/5.25, Earth Invasion W/N 3.5, Kronodog, Naz Paradox 3.5, MacArthur's War 3.5, Mega Traveller 5.25, Return of Phantom 3.5, Silent Service 2 3.5, Sony SRS9 Speakers

SPEND $160

Alone in the Dark 3.5, Command HQ 3.5, Dungeon Master 3.5 5.25, Falcon 3.0 3.5, F-15 Strike Eagle 2 3.5, Flight Sim Toolkit 3.5, Microleague Baseball Manager's Challange 3.5, Simon the Sorcerer 3.5, Ultima Underworld 2 3.5, Warlords 5.25

IBM BUNDLES

Lucas Classic Adventrs $19
Indiana Jones, Secret of Monkey Island 1, Maniac Mansion
Lst Treasures Infcom 2 $25
Border Zone, Plundered Hearts, Bureaucracy, Cutthroats, Hollywood Hijinx, Seastalker, Sherlock Holmes, Riddle of Crown Jewls, Wishbringer, Nord and Bert, Trinity
Maximum Overkill W/D $39
Mindscape 10 Pack CD $34
Perfect General Trilogy $34
Perfect General, Great Btls of 20th C WWII Btls
Populous 2/Pwermongr $19
Power Games 3 CD $31
Pwer Hits Bttletech CD $19
Battletech 1, Battletech 2 Mech Warrior
SSI's Fantasy Fest CD $39
Space Quest Anth CD $48
Space Quest Bndle 1-4 $42
Star Control Coll (1&2) $19
Strike Com /Privateer $43
Take Ten CD $44
Tsk Frce W/Red Storm $35
The Victory Pack $39
Top 50 Gms DS or WN $26
Turning Point $29
Ultima Bundle 1-6 CD $29
Ultima Trilogy 2 Ult 4-6 $48
Ultimate Game Coll CD $29
Wng Comnder 1&2 Dlx $32
Wizardry Trilogy 1 or 2 $33

IBM SIMULATIONS

1st Encounters or CD $29
A320 Airbus $29
AH-64 B Longbow $54
Absolute Zero CD $40
Aces Over Europe $32
Aces of the Deep $44
Aces of the Deep CD $47
Aces of the Deep M-Dk $29
Aces of Pacific or CD $39
Aces over Europe CD $38
Across the Rhine CD $47
Across the Rhine Exp 1 $30
Air Com Pac 1942 S1 $32
Air Com Pacific 1942 $19
Air Com.Pac 1942 Gld $48
Air Com Series JSNF $47
Air Havoc Controllr CD $39
Air Warrior 2 or CD $34
Air Warrior SVGA $34
Air Warrior SVGA CD $35
Armored Fist $43
Armored Fist CD $47
Army Air Crps 1942 CD $48
Art of the K... $24
B17 Flying Fort Disc $19
Battle of Britain 2 WIN $34
Battlecruiser 3000 $43
Battlecruiser 3000 CD $48
Chopper Pack CD $38
Chopper Strike $48
Chopper Strike CD $52
Combat Air Patrol $29
Combat Air Patrol CD $29
Combat Classics 2 $19
Confirmed Kill CD $44
Cyber Race $19
Cyber Race CD $32

IBM SIMULATIONS

Cycleman a CD $34
D-Day Op Overlord CD $39
Dawn Patrol $40
Dawn Patrol CD $40
Delta V $39
Delta V CD $32
Descent $38
Descent 2 0 CD $46
Descent CD $38
Dream Web CD $34
European Racers CD $29
Evasive Action $28
Evolver $38
F117A Stealth Fighter $23
F15 Strike Eagle 2 $18
F15 Strike Eagle 3 CD $48
F15 Strike Eagle III $34
FA 18 Hornet $54
FA 18 Hornet CD $54
Falcon 3 Scen 3 FA-18 $25
Falcon 3 0 $29
Falcon 4 0 CD $49
Falcon Gold CD $52
Fast Attack CD $48
Fighter Duel Pro 2 $33
Fighter Wing $39
Fighter Wing CD $39
Fleet Def F14 Tomcat $42
Fleet Def Gold CD $48
Fleet Defender Scen 1 $32
Flight Light or CD $19
F-Sim T-kit Exp Disk 4 $19
F-Sim T-kit Exp Disk 3 $19
Flight Sim ToolKit $19
Flight Sim Toolkit CD $39
Flight Sim T kit Scen 2 $19
F-Sim T-kit WW 2 $19

IBM SIMULATIONS

F-Sim T-kit WW 2 CD $19
Flight Unlimited CD $48
Fly the Grand Canyon $19
Fly the Grand Canyon $29
Flying Circus $39
Formation Attack CD $48
Formula 1 $24
Frontier Elite 2 $19
Great Naval Battles 2 $44
Great Naval Btles 2 CD $39
Great Naval Battles CD $42
Gunship 2000 VGA $32
H A W.C $32
Harrier Assault SVGA $35
Indy Car Racing $30
Indy Car Racing A O 1 $22
Indy Car Racing A O 2 $22
Inferno $44
Inferno CD $44
Iron Angel CD $44
Jet Fighter 3 $41
Jet Fighter 3 CD $47
Jet Pack CD $39
Jump Jet $22
Jump Jet Aces Pack $46
Kawasaki Super Bikes $24
Lawn Mower Man CD $35
Life and Death 2 $24
Lode Runner $36
Lunar Command $19
M1 Tank Platoon 2 $44
M1 Tank Platoon Clas $19
M4 Sherman Tank Sm $34
Magic Carpet CD $42
Mantis Experimental Ft $29
Maxi Overkill Bun CD $42
Maxi Overkill MD 2 $29

IBM SIMULATIONS

Mech Commander $42
Mech Commander CD $42
Mech Force CD $39
Mechwarrior 2 $46
Mechwarrior 2 CD $46
Megafortress M Disk $26
Megarace CD $39
MetalTech Battledrome $32
MetalTech B-drome CD $37
Metaltech 2 Spch Pack $20
Metaltech 2 M-Disk $29
Metaltech 2 M-Disk CD $33
Metaltech Earth Siege $46
MiG 29 (Stand Alone) $39
M-soft FS 5 Caribbean $28
M-soft F-Sim 5 JFK $28
M-soft F Sim 5 Europe $26
M-soft F Sim 5 Vegas $33
M-soft F-Sim 5 N York $29
M-soft F-Sim 5 Paris $29
M-soft F-Sim 5 Portland $33
M-soft F-S 5 San Fran $29
M-soft Flight Sim 5 DC $29
Microsoft Flight Sim 5 0 $44
Microsoft Flight Sim 6 $45
M-soft Flight Sim 6 CD $54
M-soft Flight Sim Shop $36
Microsoft Space Sim 1 $44
Mig 29 Fulcrum $29
Mig 29 Gold CD $49
Muse 2 $44
Nascar Racing $39
Nascar Racing CD $47
Pacific Strike $25
Phoenix Fighter CD $49
Power Boat Simulator 3 $46
Privateer $48

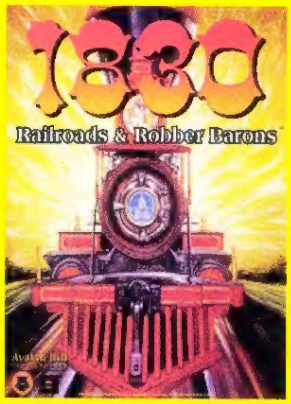
IBM SIMULATIONS

Privateer Spc a Ops 2 $22
Rally $29
Red Baron A10 CD $39
Red Baron W/M Builder $29
Renegade CD $45
Retribution CD $32
Sailing Sim 3 East $39
Sailing Sim 3 West $39
Sailing Simulator 3 $52
Sea Wolf $19
Sea Wolf CD $44
Sea Team CD $19
Shuttle CD $24
Silent Hunter CD $48
Silent Steel $46
Slipstream 5000 CD $40
Space Clipper $42
Spectre VR CD $39
Spectre Virtua Reality $35
Star Base $42
Star Crusader $33
Star Crusader CD $39
Starlord $39
Stim Slam $42
Strike Commander $26
Strike Commander CD $19
Strike Com Specia Ops $22
Strike Com Speech Pk $19
Sub Battle Simulator 2 $39
Sub Bttle Sm 2 WN CD $39
Sub War 2050 $33
Sub War 2050 Plus CD $40
Subwar Scenario Disk $19
SuperKarts $39
SuperKarts CD $39
Syndicate Scen 1 $20
TFX CD $36

5.95 SP... S.H

CHIPS & BITS INC.

Call 800-699-4263 Fax 802-767-3382
Int'l 802-767-3033 Source 10260
PO Box 234 Dept 10260 Rochester, VT 05767



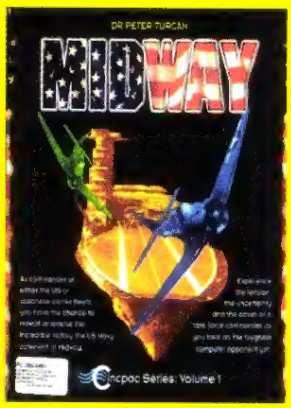
'1830 RAILROADS AND ROBBER BARONS' Welcome to the 19th century! With immigrants pouring in, America is poised for explosive westward growth. Lay track, build stations, purchase trains, and manipulate stocks to build an empire of iron & steel. **CD $34**

'THRUSTMASTER F-16 FLCS' A versatile stick with virtually unlimited programmability. It looks and feels like it was ripped out of the jet. The ultimate edge for any flight sims. Offers a grip modeled after the F-16 Fighting Falcon, four 8-way hat switches & a dual stage trigger. **$110**

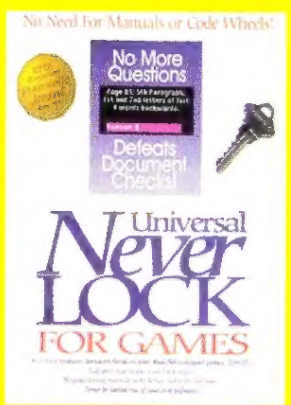
'RENEGADE' You're the best they've got and its up to you to command your squadron against an invasion of the Terrin Government. Super-VGA first-person battles and multiple skill levels. You can also listen to your own CD's as you play. **CD $45**

FREE
INTERACTIVE ENTERTAINMENT
PERFECT GENERAL INCLUDED!

Request your **FREE** Interactive Entertainment Episode 10 with any in stock CD ROM software order. Offer subject to change or cancellation without notice. Request must be made at time of order. Valid from 4/1/95 to 5/31/95 or while supplies last. Quantities limited.



'MIDWAY' CincPac, short for Commander-in-Chief Pacific Fleet, is played by the computer. Choose to play either Admiral Spruance, Commander of Enterprise and Hornet or Admiral Nagumo, in charge of four Japanese fleet carriers. Gather the information you need from the Tactical Map. **CD $39**



'UNIVERSAL NEVERLOCK' By pass document checks on more than 500 computer games! Safe and easy to use even for novices. It's menu driven, just point and shoot. Never be locked out of your own software again! Winner of BYTE Magazine's Aug.'94 Poumelle Award. **$29**

IBM SIMULATIONS

TFX	$35
Tank Com Network CD	$48
Task Force Admiral Pck	$39
Test Drive 3 :Passion	$19
The Big One	$29
The Big One CD	$26
Tie Fighter	$45
Tie Fight M. Dsk 1 or 2	$19
Top Gun CD	$40
Tornado	$48
Tornado CD	$39
Tower	$42
Tower CD	$44
Train Engineer	$29
U-Boat 2	$36
U-Boat WIN	$34
Ultrabots CD	$19
Ultrabots Sanctn Earth	$19
Wing Commander 2	$26
Wing Com. 2 Bundle	$29
Wng Com. 2 Dlx CD	$19
Wing Comndr 3 CD	$53
Wing Com. Academy	$18
Wing Com Armada	$47
Wing Com. Armada CD	$40
Wngs of Glory Enh CD	$40
Wolf Pack	$20
Wolf Pack CD	$28
World Circuit 2	$42
World Circuit 2 CD	$44
World Circuit CD	$39
X-Wing	$39
X-Wing Collector's CD	$46
X-Wing Mission Disk 1	$19
X-Wing Mission Disk 2	$19
Yeager's Air Combt CD	$19
Zephyr CD	$28

IBM SPORTS

All American Col FB '94	$38
Barkley:Shut Up & Jam	$42
Blood Bowl or CD	$34
Brett Hull Hockey '95	$42
ESPN Baseball Tonight	$38
ESPN Tonight Bbll CD	$39
Empire Soccer '94	$29
FIFA Internatn Soccer	$36
Front Pge Fball Pro '95	$44
F-Page Sports BB	$44
Gone Fishin' CD	$39
Hard Ball 4 or CD	$34
J.Nicklaus Gld Bear CD	$34
Jack Nicklaus Golf CD	$39
Links Pro 486 CD	$49
Microsoft Golf CD	$48
M.Ditka Power Ftball	$34
NBA Jam	$44
NFL Chllenge Prem Ed	$59
NFL Coach Clb Ftball 2	$44
NFL Super Bowl CD	$39
NHL Hockey '95 CD	$40
PGA Tour Golf 486 CD	$47
Picture Perfect Golf CD	$42
Pro Tennis Cup	$38
Proleague Football '94	$29
Proleague Ftbll Cm CD	$38
Road to Final Four2	$38
Skin's Game at Bighorn	$40
Tme Out Sports Bsktbll	$39
T.La Russa BB 2 CD	$46
T.LaRussa 2 V2 '94	$37
T.LaRussa Bsball 3 CD	$48
Troy Aikman Ftball CD	$49
Ultimate Football CD	$45
Unn Roughnss '95 CD	$34
World Cup Golf CD	$44

IBM STRATEGY

1830: RR & Robber Bar	$34
18th Air Squadron	$36
Advanced Civ. or CD	$34
Baldies	$32
Battle Bugs	$37
Battle Isle 2200 CD	$34
Battles in Time	$35
Black Beard or CD	$34
Breach 3 or CD	$34
Buzz Aldrin Race	$26
Celtic Tales or CD	$39
Chessmstr 4000 Turbo	$36
Civilization	$34
Civilization Network CD	$48
Civilization WIN	$45
Colonization or CD	$46
Colonization Gold CD	$48
Colonization WN or CD	$48
Conquered Kingdoms 2	$36
Conqueror	$46
Conquest	$36
Crusader CD	$48
Darklegions or CD	$38
Dead Zone CD	$52
Deadline CD	$38
Detroit	$39
Dominus	$25
Empire 2 or CD	$42
Empire Builder	$36
Empire Dlx Mstr Ed CD	$22
Fantasy Empires CD	$42
Fantasy Fiefdom CD	$48
Feudal	$39
Flight Com. 2 CD	$38
Front Lines	$39
Front Lines CD	$39
Genesia	$39

IBM STRATEGY

Genghis Khan 2	$34
Global Domination	$34
Grandest Fleet	$29
Grandest Fleet CD	$33
Great Naval Bttle 3 CD	$34
Hammer of Gods CD	$39
Hgh Seas Trader or CD	$39
Hollywood Mogul orWN	$38
Jagged Alliance CD	$46
Kingdoms of France	$34
Kingdoms of Germany	$34
Kingmaker	$32
Legions WIN	$34
Lemming Chron. or CD	$35
Lords of Realm or CD	$39
Lost Admiral 2	$39
Machiovelli Prince CD	$40
Master of Magic or CD	$39
Master of Orion or CD	$40
MechLords:Inner Circle	$35
Merchant Prince	$37
Metal Marines WIN	$27
Millenium Auction CD	$46
Navy Strike	$40
New Horizons or CD	$34
Nobunaga's Ambition 2	$34
Onslaught WIN	$39
Operation Crusader CD	$39
Outpost Planet Pk (AO)	$33
Outpost WIN	$38
Patrician or CD	$36
Pax Imperia	$39
Prfect General 2 or CD	$35
Pirates Gold Multia CD	$48
Pizza Tycoon	$40
Pwer House WN or CD	$39
Project USA or CD	$29

IBM STRATEGY

Rags to Riches	$36
Railroad Tycoon 2 Clas	$24
Reach for the Stars	$24
Reunion or CD	$33
Robo Sport WIN	$34
Rogarian Agenda CD	$39
Romance of 3 Kngdm 3	$39
Romance of 3 Kngdm 4	$39
Second Conflict WIN	$34
Serf City: Life is Feudal	$37
Sid Meir's Civil War	$58
Sim Ant CD	$41
Sim City 2000	$34
Sim City Clasc or Win	$26
Sim Earth CD	$40
Sim Town or CD	$34
SimClassic Coll or WIN	$44
SimTower or CD	$33
Space Miner	$36
Space Raiders CD	$42
Spaceward Ho! 4 WIN	$24
Star Control 3 CD	$39
Starship CD	$39
Starship Troopers	$39
The Complete UMS	$49
The Orion Cnspircy CD	$48
Theme Park or CD	$39
Transprt Tycoon or CD	$48
USS Ticonderoga	$34
Ultimate Domain or CD	$36
Victory or Defeat WIN	$42
Vikings 2	$36
Walls of Rome	$39
Warcraft or CD	$39
Worlds of War CD	$48
X-Com:Terr Dp or CD	$40
X-Com:UFO Def. or CD	$38

IBM TRADITIONAL

3D Gme Creation Syst	$45
Assault Poker CD	$29
Battle Chess CD	$45
Beat the House	$29
Bobby Fischer's Chess	$34
Bridge Baron Windows	$34
Bridge Dlx 2 W/ Sharif	$43
Bridge Deluxe CD	$43
Caesar Wrld of Gmblng	$37
Chessmaniac 5 Billion	$34
Chessmaster 3000 CD	$46
ClockWerx WIN	$34
Clockwerx CD	$34
Game Maker 3.0 or CD	$48
Game Wizard Pro	$32
Hng Kng Mah Jong Pro	$32
Jeoprdy Dx w/A.Trebek	$34
Klik & Play WIN CD	$42
Knight Moves CD orWN	$34
Magic the Gathering	$40
Mario Game Gallery	$25
Mega Maze CD	$28
Pinball Arcade CD	$34
Positronic Bridge	$30
Shanghai CD	$41
Shanghai 2 Windows	$24
Solitaire Deluxe WIN	$25
Solitaire's Journey WIN	$35
Solitaires Journey	$34
Solitaires Journey 2	$36
Trivial Pursuit CD	$34
USCF Chess CD	$37
Universal Neverlock	$38
Virtual Pool CD	$40
Virtual Vegas 2 CD	$24
Wheel of Fortn WN CD	$32
Xplora Deluxe CD	$62

5/95 SPLUS 5

Reader Service No. 1

OVERNIGHT SHIPPING in US $4 per order. Mail to Canada, PR, HI, AK, APO, FPO $4 per order. Worldwide airmail $6 per item. Handling $2 per shipment. Hardware orders may require additional shipping charges.

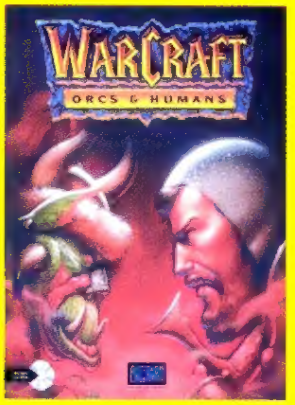
Visa, MC and Discover accepted. Checks held 4 weeks. Money Orders under $200 same as cash. COD $8. Defectives replaced with same product. Most items shipped same day. Shipping times may vary. Price / availability may change. All sales final. Call for details.

FREE GAME OFFER*

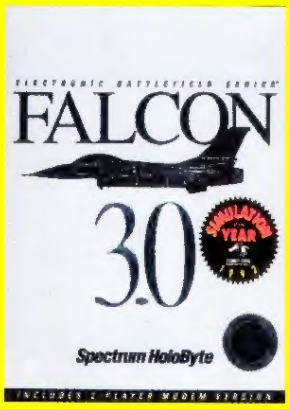
See details below

'THE TERMINATOR 2029' In the year of darkness, 2029, the rulers of this planet devised the ultimate plan. They would reshape the future by changing the past. They created The Terminator. But tonight, the resistance has a new hope... You. **CD $29**

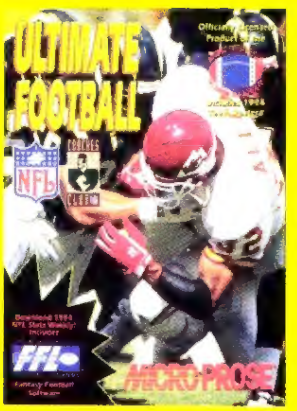
'COMMANDER BLOOD' You've just dropped through 1000 miles of gaseous nitrogen in your exo-rover, in search of a big, ugly alien with infor-mation to peddle. This planet's no picnic; the light is weird, the smell is awful, and the trail is getting mighty cold. **CD $39**



'WARCRAFT' Enter the world of WarCraft, a mystical land where evil orcs and noble humans battle for survival. Destroy the orcish hordes or crush the weakling humans...the choice is yours. With an ingenious arsenal of weaponry and powerful magic. **CD $39**



'FALCON 3.0' Fly Falcon 3.0 through 3 explosive campaigns in Panama, Kuwait and Isreal or train in the Nevada desert. Three 90,000 sq. mi. real world maps. **FREE MiG 29 with Falcon 3.0 purchase. Must make request at time of order. Offer subject to change without notice. $29**



'ULTIMATE FOOTBALL' Tackled all the lame games? Then you're ready for the real thing. The National Football League. Where you pay for your mostakes with a mouth full of dirt. And where the best gameplay requires the best players. Download real NFL stats weekly. **CD $45**

*FREE GAME OFFER

Spend the specified amount on any in stock software and choose a free IBM game from the corresponding list below. Offer subject to change or cancellation without notice. Valid from April 1st - May 31st or while supplies last. Request must be made at time of order.

SPEND $60

Airborne Ranger 5.25, Falcon 3 Scen 2 MiG 29 3.5, GNB Scenario Builder 3.5,Gunship 5.25, Power Hits Sports 3.5/5.25, Charge of the Light Brigade 5.25, Chess Net WIN 3.5/5.25, Conquered Kingdoms Scen 1 3.5, Pirates 5.25, Railroad Tycoon 3.5, SDI 5.25

SPEND $100

Battle Chess WIN 3.5/5.25, Battles of Destiny 3.5, Bridge 7.0 3.5, Cohort 2 3.5, DRAGON Force 3.5/5.25, Earth Invasion WIN 3.5, Kronolog: Nazi Paradox 3.5, MacArthur's War 3.5, Mega Traveller 5.25, Return of Phantom 3.5, Silent Service 2 3.5, Sony SRS9 Speakers

SPEND $160

Alone in the Dark 3.5, Command HQ 3.5, Dungeon Master 3.5/5.25, Falcon 3.0 3.5, F15 Strike Eagle 2 3.5, Flight Sim Toolkit 3.5, Microleague Baseball Manager's Challange 3.5, Simon the Sorcerer 3.5, Ultima Underworld 2 3.5, Warlords 5.25

IBM WAR GAMES

Aegis CD	$46
Aide de Camp	$45
Americn Civil Wr 1-3 ea	$24
Battle Tank Barbarossa	$29
Battle Tank Kursk	$29
Battle of the Atlantic	$29
Battle of the Bulge	$39
Battleship Bismark	$26
Beyond Squad Leader	$45
Big 3 CD	$24
Blue & The Grey or CD	$39
Campaign	$32
Carrier Strike	$29
Carriers at War 1 or 2	$39
CincPac or CD	$39
Civil War: 1861-65 CD	$40
Command & Conquer	$48
D-Day: Begin of End	$39
Dreadnoughts	$32
Dreadnoughts Deluxe	$59
Fall Gelb	$29
Fields of Glory	$37
Fifth Eskadra	$29
Fifth Fleet or CD	$39
Fleet Med	$27
Flight Commander 2	$38
German Raider Atlantis	$26
Golan Front	$29
Grey Seas, Grey Skies	$29
Harpoon 2 or Dlx CD	$42
Harpoon 3 CD	$39
Harpoon Classic CD	$26
High Command	$29
Iron Cross	$29
Kriegsmarine	$29
Kursk Campaign	$29
Last Blitzkrieg	$40

IBM WAR GAMES

Long Lance	$29
Main Battle Tank each	$29
Malta Storm	$29
Man of War	$36
Mare Nostrum	$26
Moscow Campaign	$36
Napoleonics	$34
Northern Fleet	$36
Operation Crusader	$36
Operation Eurpe or CD	$34
Operation Overlord	$36
Pac Storm Mid. Cpgn.	$29
Pac. Storm Slomn Cmp	$36
Panzer General or CD	$39
Point of Attack	$32
Prelude to Jutland	$24
Red Sky Morning	$36
Return to Falklands	$28
Rising Sun	$24
Road from Sumter	$45
Rommel Btl N Africa	$24
Rommel at El Alamein	$36
Rommel at Gazala	$36
Seventh Fleet	$36
Stalingrad Campaign	$36
Stalingrad or CD	$39
Tac Ops WIN	$40
The Great War	$39
Third Reich or CD	$34
Tigers on the Prowl	$42
To The Rhine	$29
USS Ticonderoga CD	$34
V Victory each	$29
Victory at Sea	$41
War in the Falklands	$24
Warpoint	$36
Wrship Chnged History	$26

IBM BUDGET

7 Guest 2:11th Hr Demo	$6
Acquire	$9
Air Force Commander	$9
Allied Forces	$9
*Alone in the Dark	$12
Assignment Miami	$9
Austrulitz	$10
Bard's Tale Constructn	$12
Baseball Facts	$6
*Battle Chess WIN	$9
Btls of Napoleon Scn 1-6	$9
Blake Stone Episode 1	$9
Budo:Art of Ninja Combt	$9
Captain Blood	$9
Castle Wolfenstein	$6
Castles Nrthern Camps	$12
Champions of Krynn	$12
*Cohort 2	$12
Conquests Robin Hood	$12
Crime City	$12
Darklands	$12
Dinosft Multiply&Divide	$12
Doom Episode 1	$9
Dr Floyds Desktop Toys	$9
Dragon Lord	$9
Dreadnought 1or 2each	$12
E-Motion	$6
Erotic Virtual Smplr CD	$12
*Falcon 3 Scen 2	$9
Fighting for Rome	$12
Flames of Freedom	$12
Goldtree Buildings	$10
Goldtree Characters	$10
Greens	$12
*Gunship	$12
Harrier Assault HD	$12
Heretic Shrewre or CD	$12

IBM BUDGET

Horde	$12
Hoyle's Book Gmes V3	$12
Humans: Insult to Injury	$9
Interactive Adult Smpl	$12
Last Chance to See CD	$12
Lightspeed	$9
Line in the Sand	$12
Lost Vikings	$9
ML 50-70s Wrld Ser. ea	$9
ML Baseball Teams ea	$9
Magic Candle 3	$9
Marianas Turkey Shoot	$12
Matrix Cubed	$9
MegaFortress	$12
*MegaTraveller:Zhodani	$9
NFL Video Football	$12
Never Mind	$9
Operation Combat	$12
PT Boat Simulator	$12
Pixis Adult Sampler CD	$6
Return to Zork Anth CD	$12
Rotox	$9
Rules of Engagement	$9
Sentinel Worlds 1	$9
Sex Planet CD	$12
Stanford Wongs Vid Pok	$9
Star Trk TNG CD Demo	$6
Sub Battle Simulator	$12
Tste of Erotica Smp 1or2	$8
Tom Landry Ftball Dlx	$12
T.LaRussa Baseball HD	$9
Top 100 Games 2 CD	$12
Under Fire	$12
Vaxine	$9
Virtual Vivid CD	$8
*Warlords	$12
World Circuit	$12

CDI

200 Magnavox Player	$359
220 Philips Player	$399
450 Magnavox Player	$289
550 Magnavox Player	$479
D.V. Cart (450/550)	$239
D.V. Cart (200/220)	$229
Game Pad CDI	$29
7th Guest DV	$52
Alien Gate	$26
Axis & Allies	$44
Burn Cycle	$46
Chaos Control DV	$44
Clue 2 DV	$46
Creature Shock	$48
Dark Castle	$34
Dragon's Lair 2 DV	$44
Dragon's Lair DV	$44
Earth Command	$44
Effacer	$26
Inca	$44
Jeopardy	$36
Joker's Wild	$36
Kingdom DV	$44
Laser Lords	$44
Link:The Faces of Evil	$44
Lords of the Rising Sun	$44
Lost Eden	$48
Mad Dog McCree & Gn	$72
Microcosm DV	$44
Mystic Midway 1or 2 ea	$26
NFL Trivia Chlng 94/95	$44
Pinball	$30
Space Ace DV	$52
Third Degree	$36
Thunder in ParadiseDV	$56
Voyeur	$44
Zelda's Adventure	$44

3DO

3DO Cntrol Pd Gldstar	$36
3DO Cntrl Pd Pnasonc	$39
3DO Gun	$44
3DO System Goldstar	$399
3DO Syst Panasonic	$399
11th Hour	$59
Alone in the Dark	$46
BrainDead 13	$52
Clayfighter 2	$46
Creature Shock	$54
Crime Patrol	$52
CyberClash	$52
Demolition Man	$58
Doom	$56
FIFA International Soc	$52
Flight Stick Pro	$89
Flying Nightmares	$52
GEX	$52
Kingdom:Far Reaches	$46
Need for Speed	$52
NovaStorm	$52
PGA Tour	$54
Quarantine	$34
Return Fire	$52
Rise of the Robots	$52
Road Rash	$56
Robinson's Requiem	$52
Samurai Showdown	$52
Shock Wave	$56
Slayer	$29
Space Ace	$52
Space Pirates	$49
Sper St Fghter 2 Turbo	$59
Supreme Warrior	$52
Theme Park	$52
Way of the Warrior	$52
Wing Commander 3	$54

PANZER GENERAL™

Fast, Fun & Good-looking!

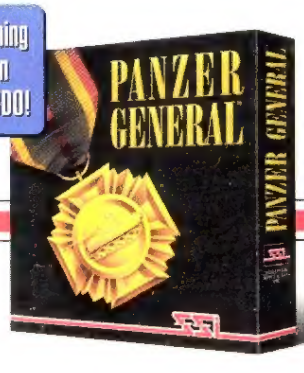
As a strategy game, PANZER GENERAL will stimulate your mind. But your eyes and ears won't believe how great it looks and sounds: stunning SuperVGA graphics, authentic World War II combat photography and film footage *plus* CD-quality music and dynamite sound effects. You'll love the way it plays: PANZER GENERAL is one blazingly fast and fun game! The year is 1939; you are a German General with a fresh command in Poland. Anything can happen, and every game you play will be different. Win and advance to the next front of your choice. Lead well and your increasingly battle-hardened core group of units could be plowing across Europe, North Africa and the Eastern Front. You could even end up in England by 1940 — or in America by 1945!

Besides the campaign game, there are 35 progressive scenarios which you can play as either the Allied or Axis side. Choose from 350 unit types, from Tiger tanks to B-17 Flying Fortresses.

IBM 256-color SVGA Displays

Coming Soon to 3DO!

On CD-ROM and 3.5" disks for IBM & Compatibles.



To order, visit your retailer or call 1-800-601-PLAY with VISA/MASTERCARD (North America only).

©1995 Strategic Simulations, Inc., A MINDSCAPE® Company. All rights reserved.

Made with love by

Our goal is to preserve classic video game magazines so that they are not lost permanently.

People interested in helping out in any capacity, please visit us at retromags.com.

No profit is made from these scans, nor do we offer anything available from the publishers themselves.

If you come across anyone selling releases from this site, please do not support them and do let us know.

Thank you!